



“The More You Moe Pt 1”

1034-224

Original Board

Date 04/02/15

☒ Board Team Final 04/02/15

☐ Network Approval Board

☐ Record Board

☐ Animatic Scan Board

☐ Conformed Board

☐ Design Board

☐ Final Board

Adventure Time Created by
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ADVENTURE TIME



Page _____

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

Dialog:

Action:

Timing:

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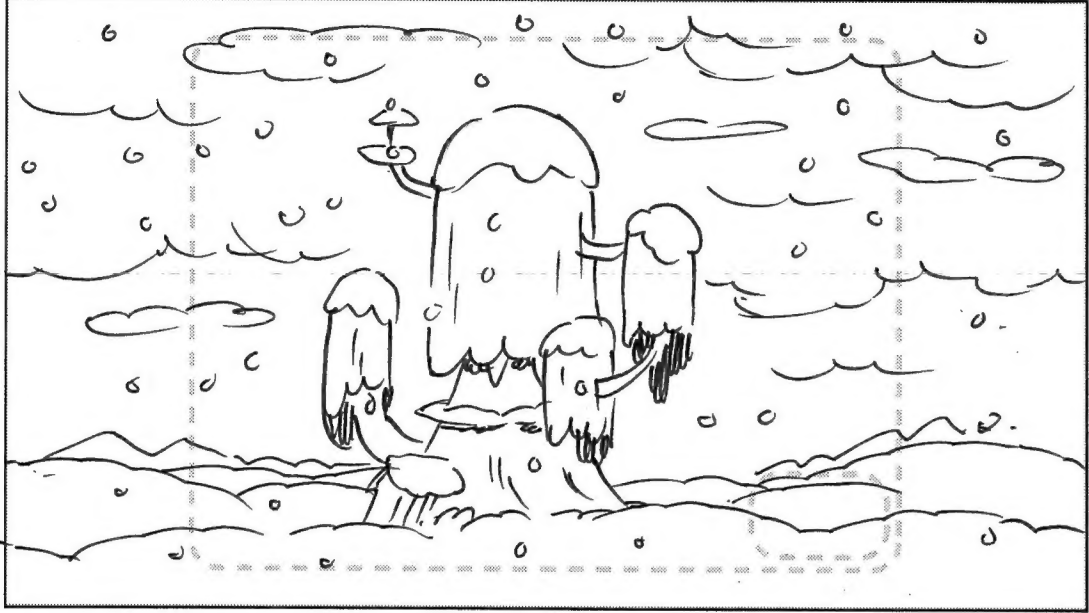
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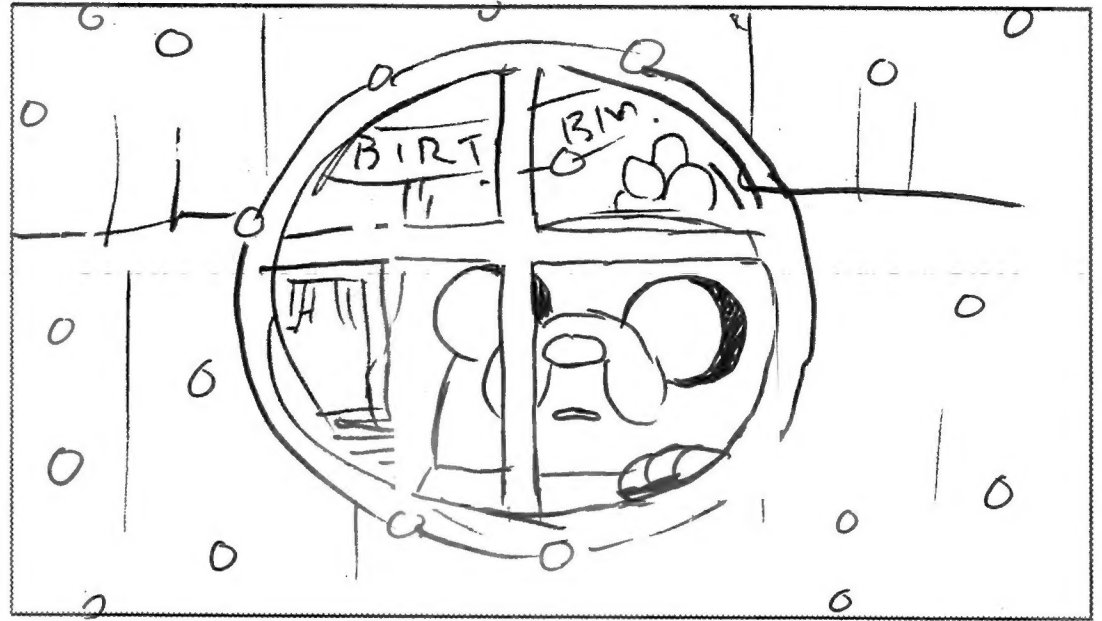
ADVENTURE TIME



Sc. 1 Pnl. A Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog: (JAKE) (OS) Man, birthday - holiday overlap. That's some tough luck...

Action:

Timing:

(J.) Everyone's all jollied-out when it's your turn for jollies...

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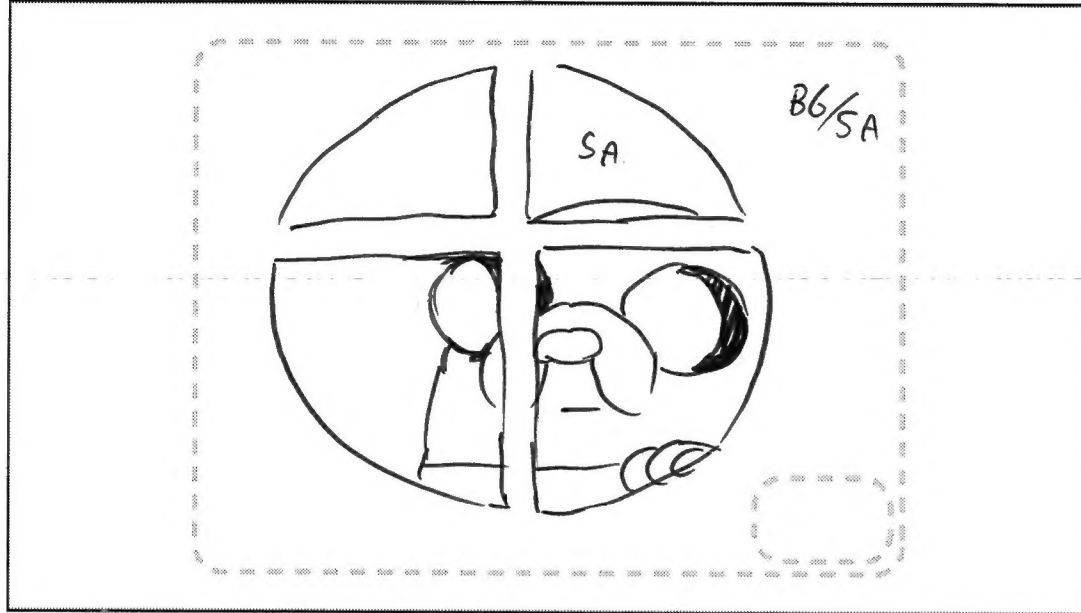
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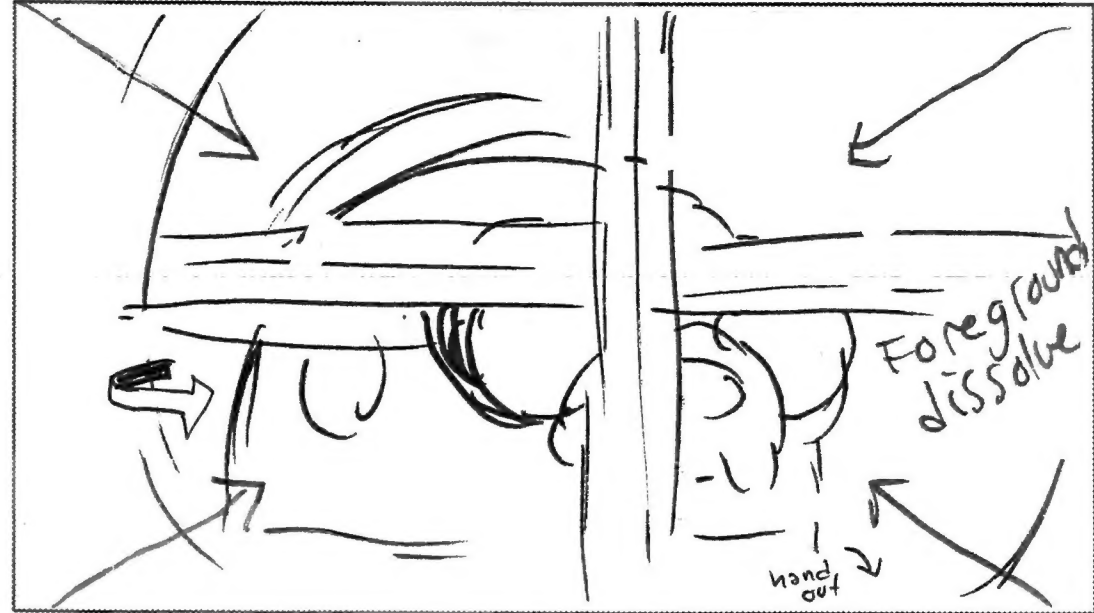


Page 2

Sc. 2 Pnl. B Bg. day night



Sc. 2 Pnl. C Bg. day night



Dialog:

FINN OS Wee!!...

Action:

- camera trucks through window. Glass and frame dissolve as they hit the camera plane.

Timing:

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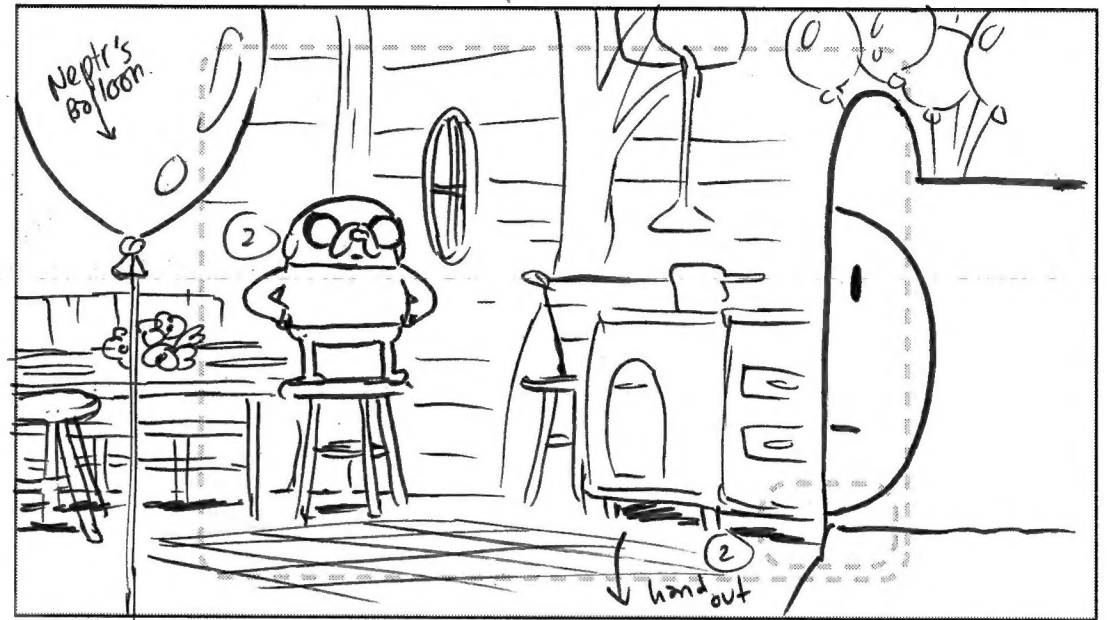


Page 3

Sc. 2 Pnl. D Bg. day night



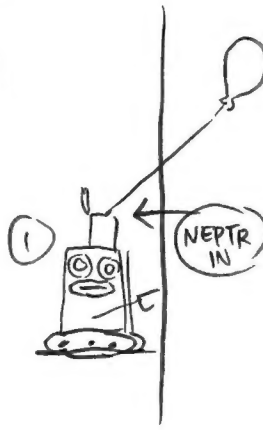
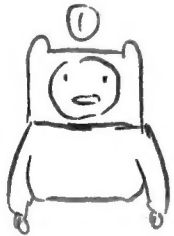
Sc. 3 Pnl. A Bg. day night



Dialog: (F) ① Y'know it's not actually the holidays -
② Plus Bmo wasn't actually even really born.

Action:

Timing:



(J) ① ② Well I suppose...
③ But you don't gotta be so technical about it.



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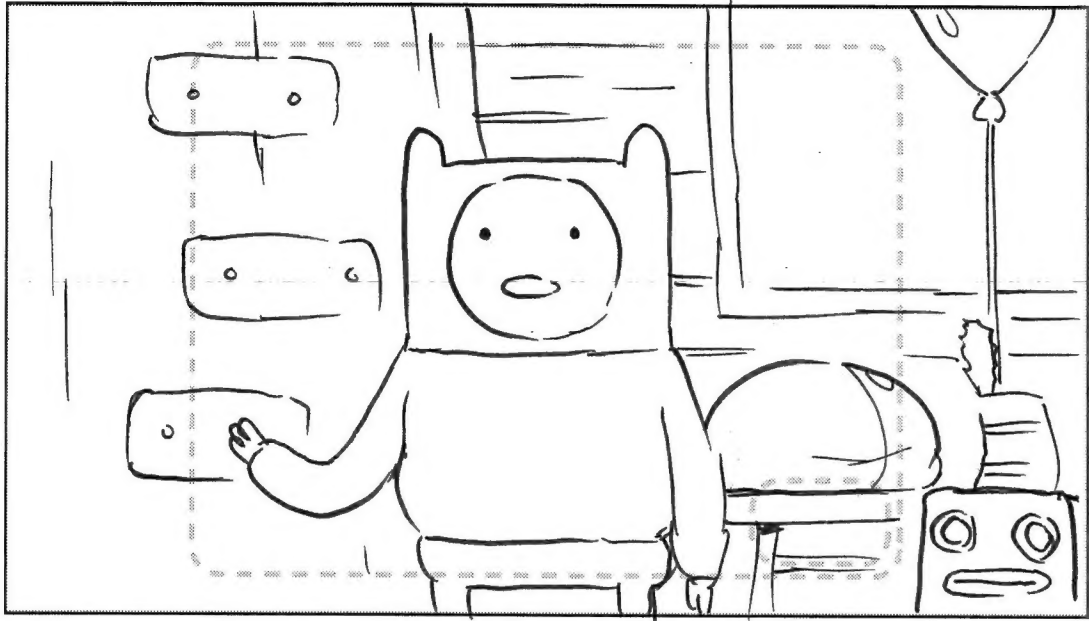
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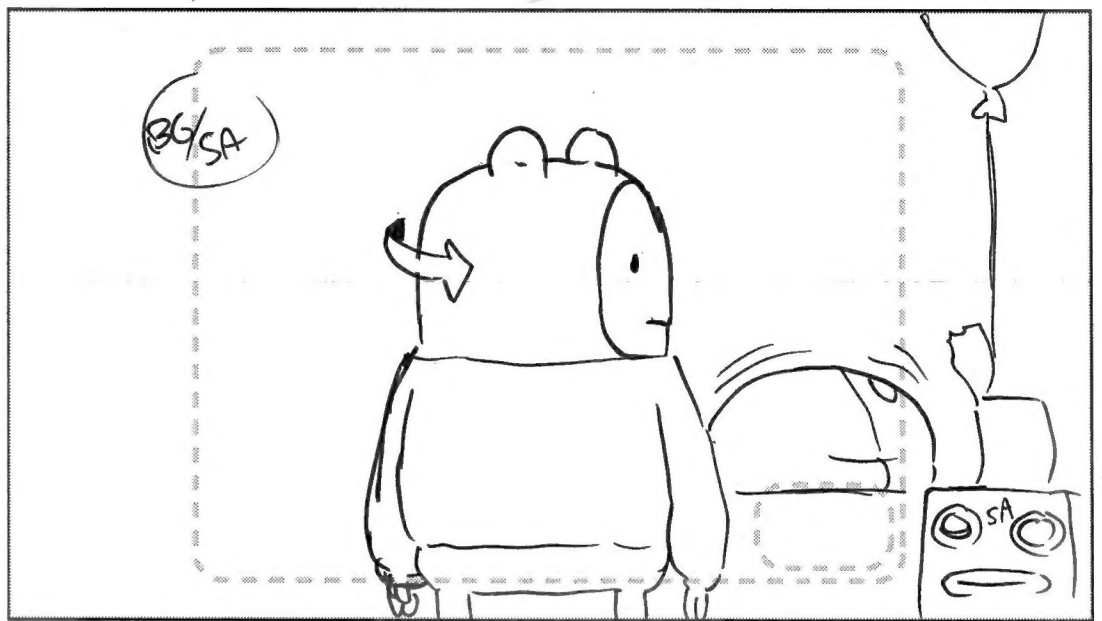
ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. 4 Pnl. B Bg. day night



| | | |
|---------|---|---------------------------------|
| Dialog: | <u>FINN:</u> Listen alls I'm saying is -- (interrupted) | SFX: - cel phone - - Rings - |
| Action: | - Backpack vibrates as phone rings inside | |
| Timing: | | |

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Production :

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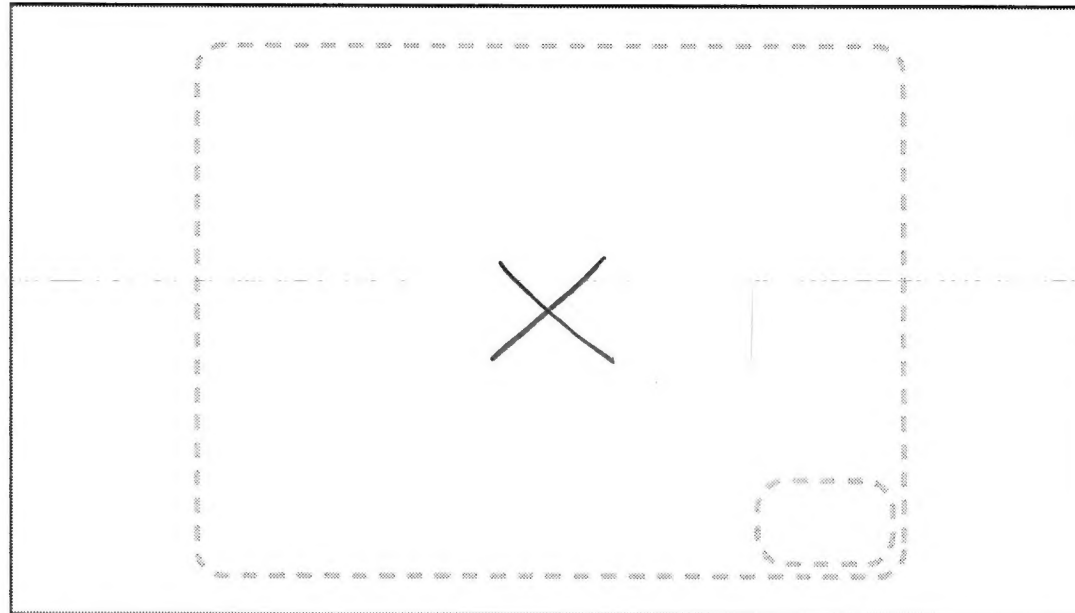


Page 5

Sc. 4 Pnl. C Bg. day night



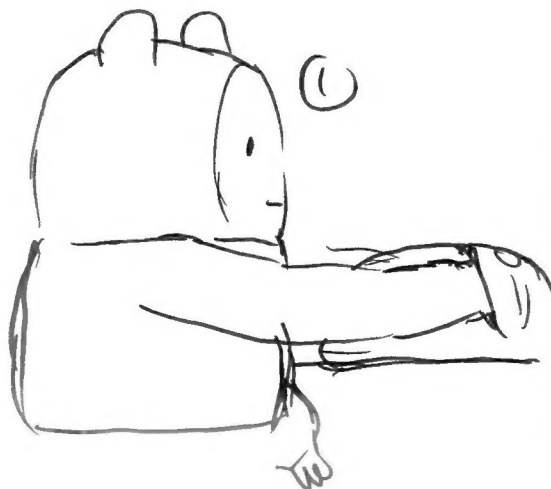
Sc. Pnl. Bg. day night



Dialog: (F:) Hello?

Action:

Timing:



- Finn reaches into backpack
and pulls out phone.

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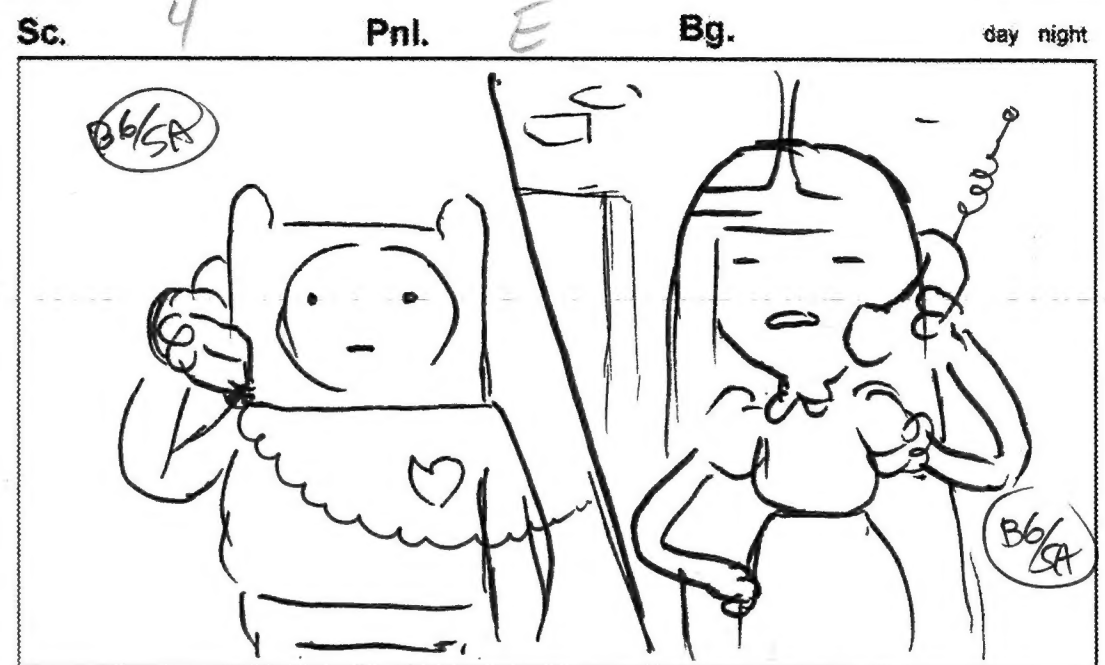
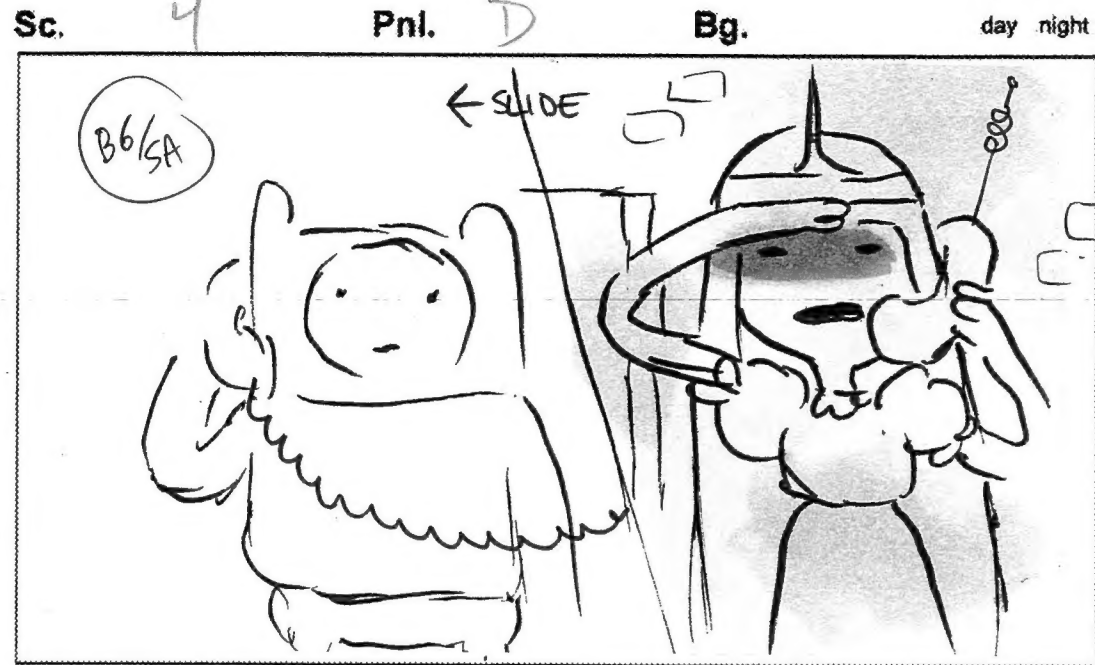
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ADVENTURE TIME




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Dialog:

(PB) Hey it's me -

Action:

 PB is awash/assaulted by tie-dye Rainbow light barrage throughout all her scenes →

- PB's eyes narrow slight when she removes her hand

Timing:

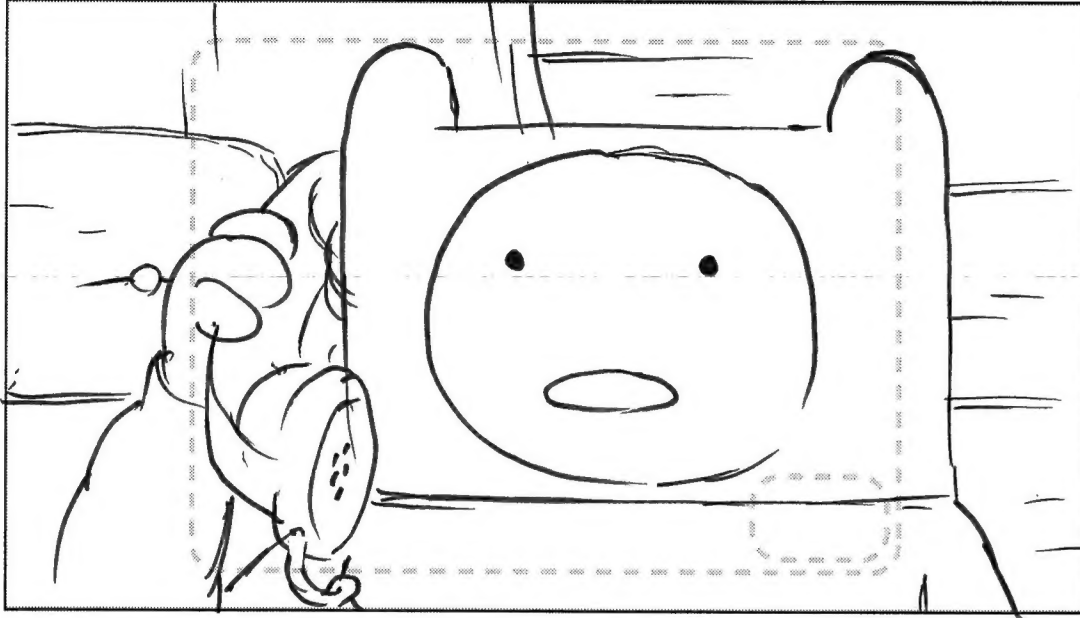
(PB) Hey is there a big rainbow over your house right now spelling out "HAPPY BIRTHDAY BMO"?

ADVENTURE TIME



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Sc. 5 Pnl. A Bg. day night



Sc. 6 Pnl. A Bg. day night



Dialog:

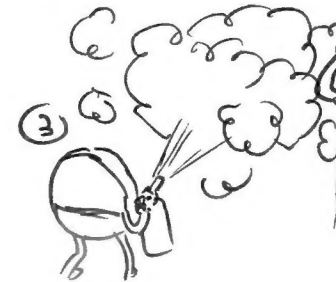
(FINN): No - actually it's snowing like crazy.

(PB): okay that's what I was afraid of -

SFX: PSSSHT! (fire extinguisher)

Action:

Timing:



(ALT): okay, that's what I thought -

- Pep But shakes fire extinguisher then sprays it on flames.

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Production :

ADVENTURE TIME



Page 8

Sc.

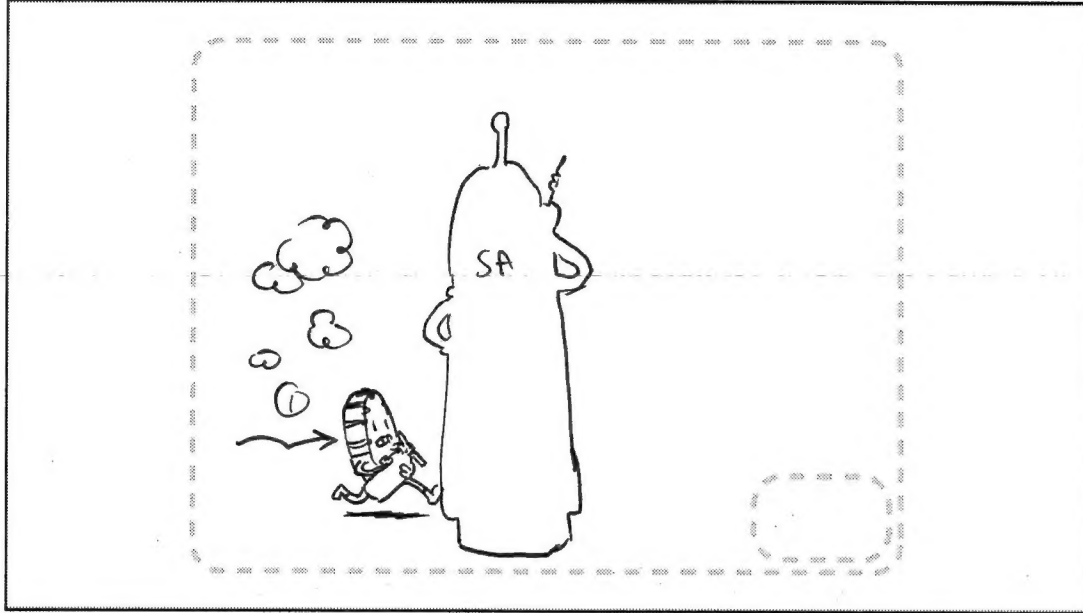
6

Pnl.

3

Bg.

day night



Sc.

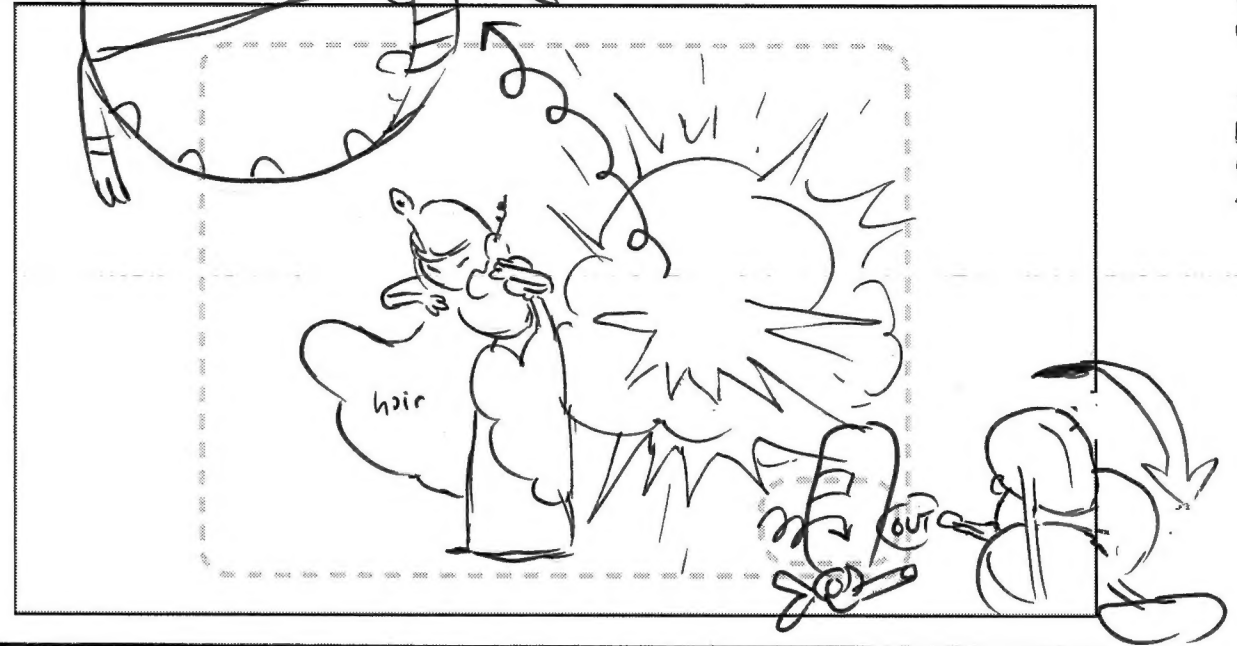
6

Pnl.

C

Bg.

day night



Dialog:

(PB) Peppermint Butler spille d
grape juice on my
experimental weather machine,
and now it's going really kablooey.

SFX: BOOM!

Action:



-Pep But runs to other control panel and begins shaking
fire extinguisher, but is blown offscreen by explosion

Timing:

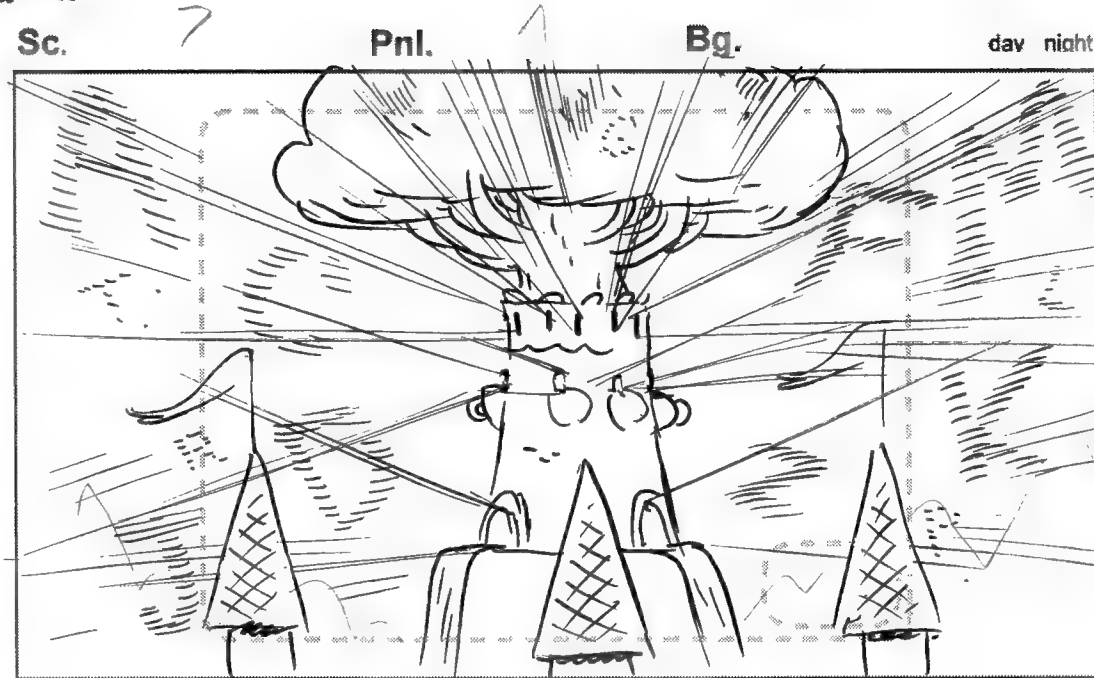
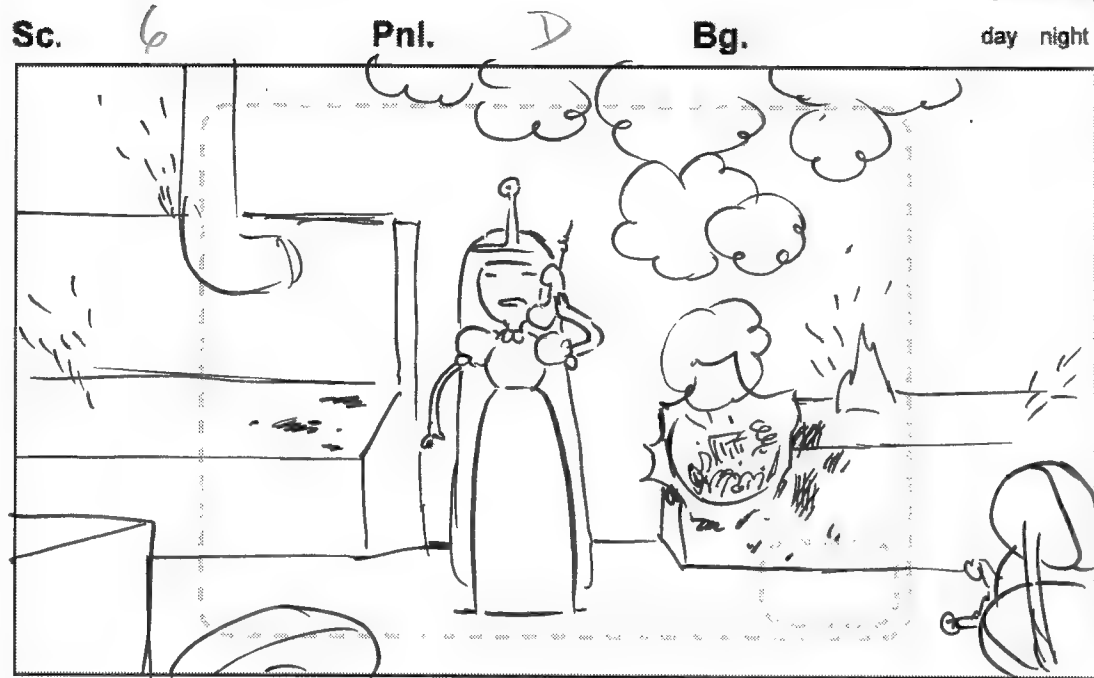
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ADVENTURE TIME



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Dialog: (PB) ... I've gotta stay here
and fix this -

(PB) (OS) Tell BMO I'm sorry
I missed the
party.

Action: - Rainbow light sprays out of castle.

Timing:

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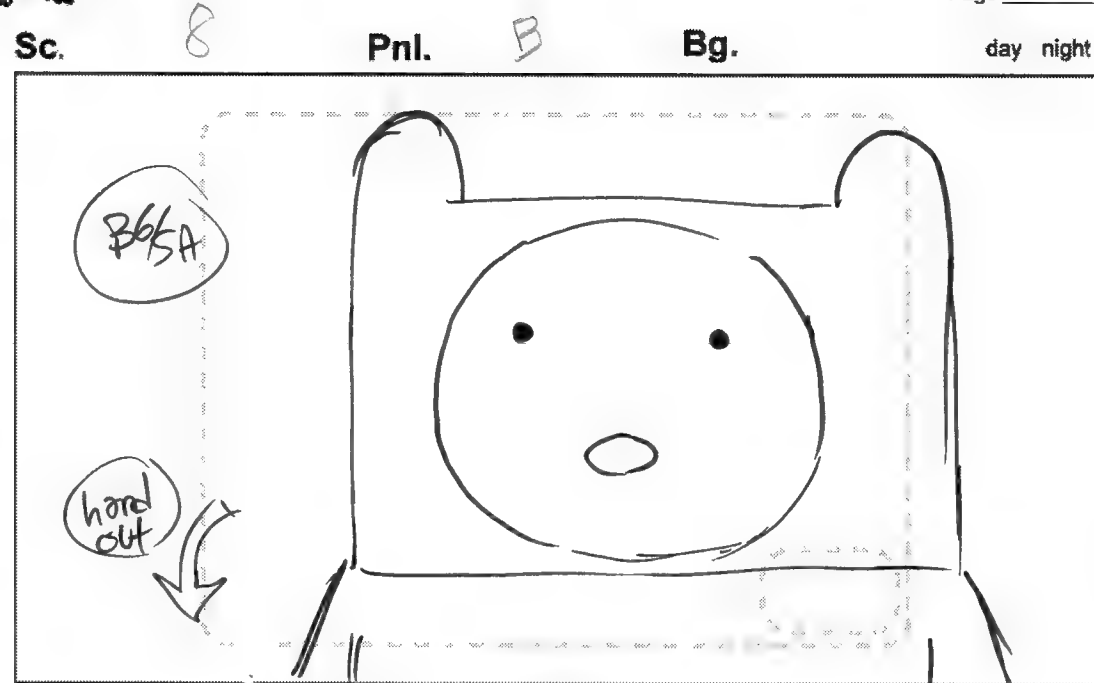
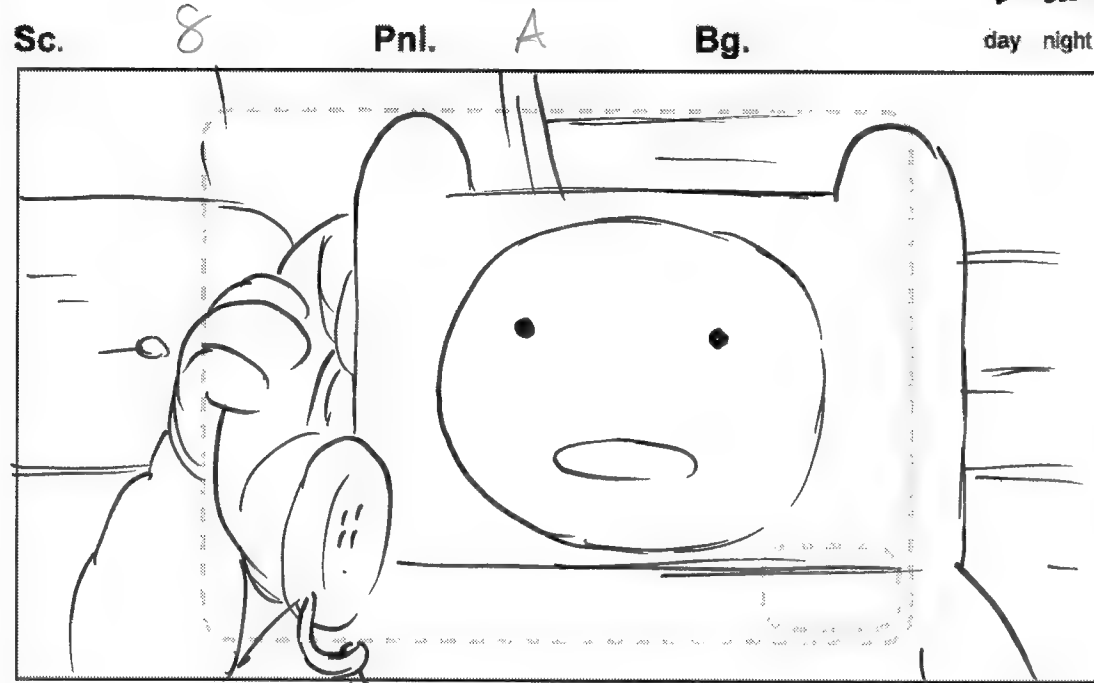
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Production :

ADVENTURE TIME



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Dialog:

(F:) That's okay, BMO
doesn't ca-- :CLICK:

(ALT:) That's okay, BMO didn't invi-- :CLICK:

Action:

Timing:

(F:) BMO only cares about
ONE special guest...

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Production :

ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night

Sc. 9 Pnl. B Bg. day night

Dialog: NEPTR: * BIG SLOW GASP *

Action: ①

Timing:

BMO: OS MOE!!

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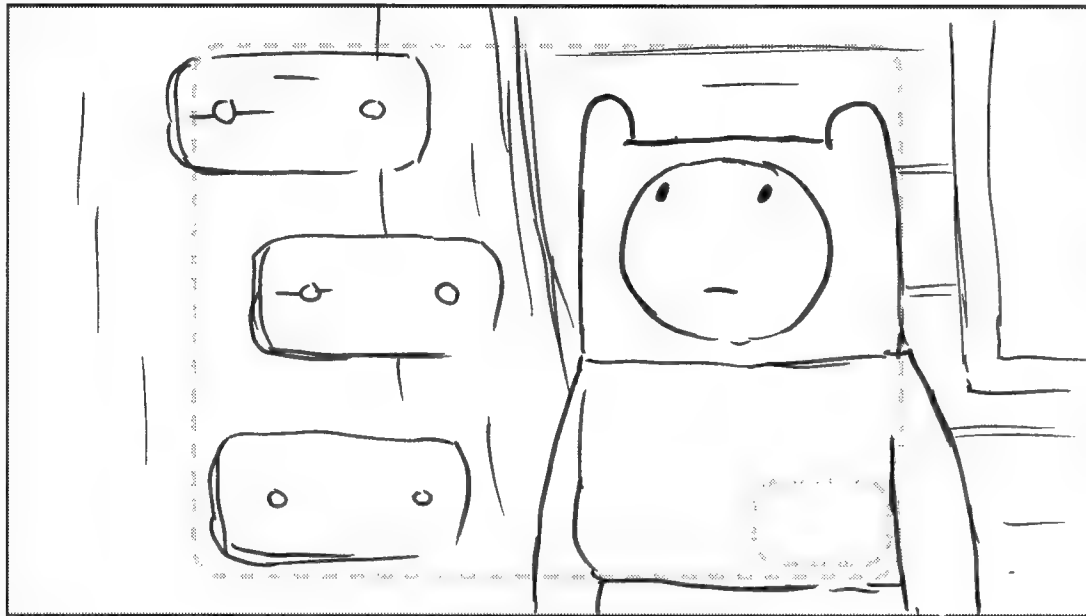
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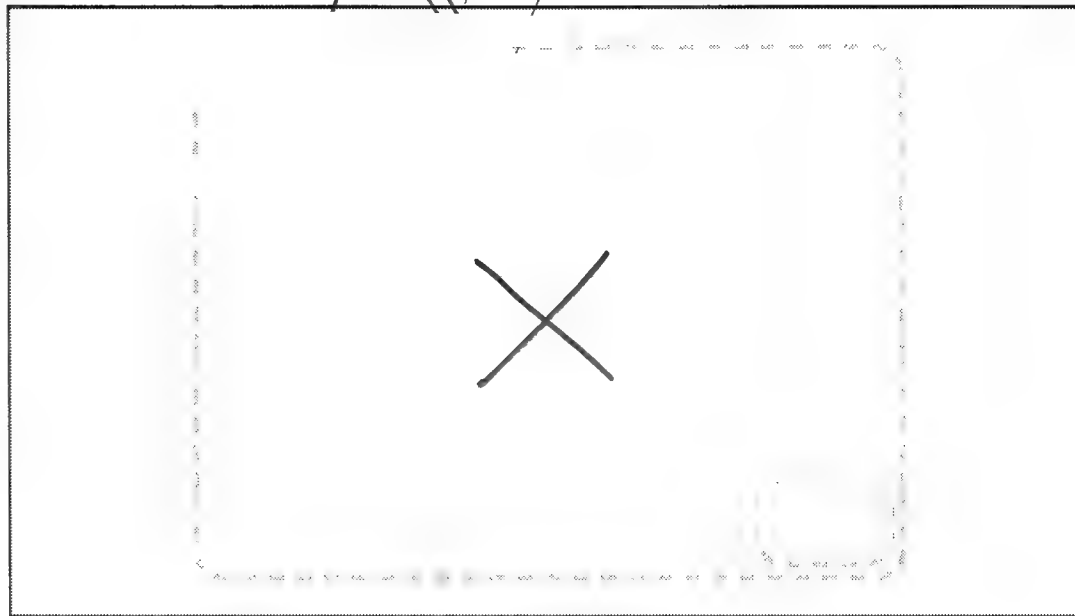


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Sc. 10 Pnl. A Bg. day night



Sc. / Pnl. / Bg. day night



Dialog:

Action:

Timing:

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Production :

ADVENTURE TIME



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Sc. 10

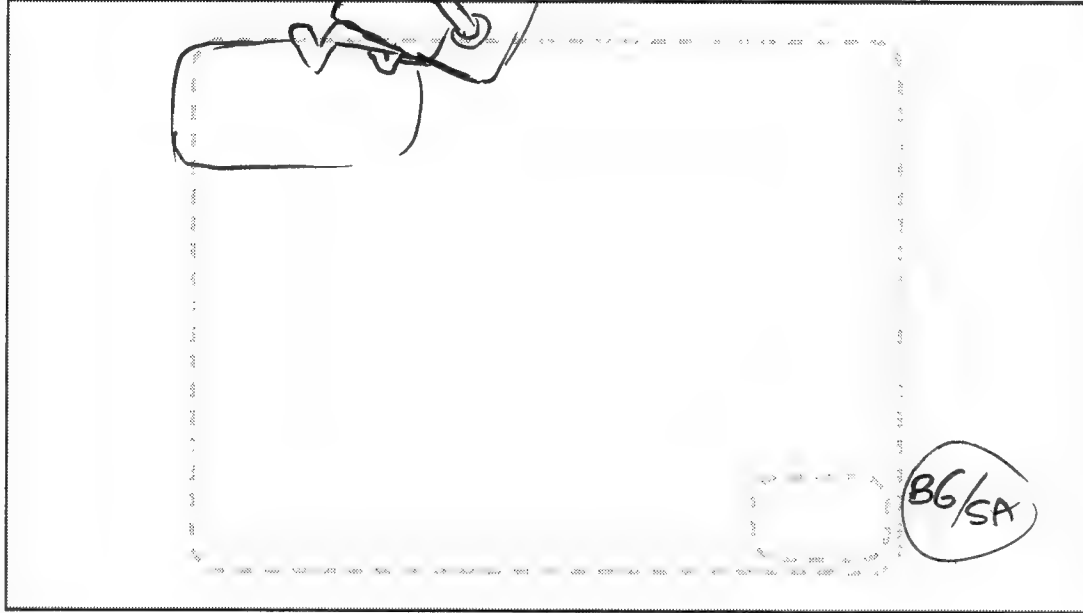
(IN) ↓

Pnl.

B

Bg.

day night



Sc.

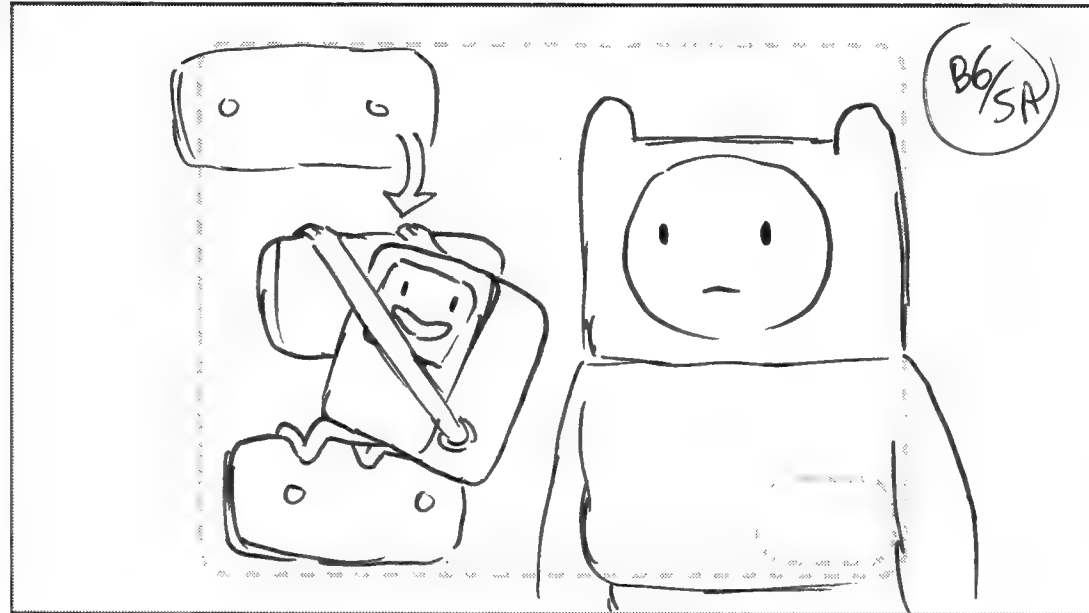
10

Pnl.

C

Bg.

day night

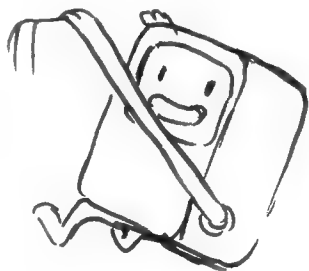


Dialog:

- Bmo jumps down ladder rungs.

Action:

Timing:



(A)



(B)



(C)

(Bmo:) HOORAY! MOE IS →



Finn tracks Bmo

Production :

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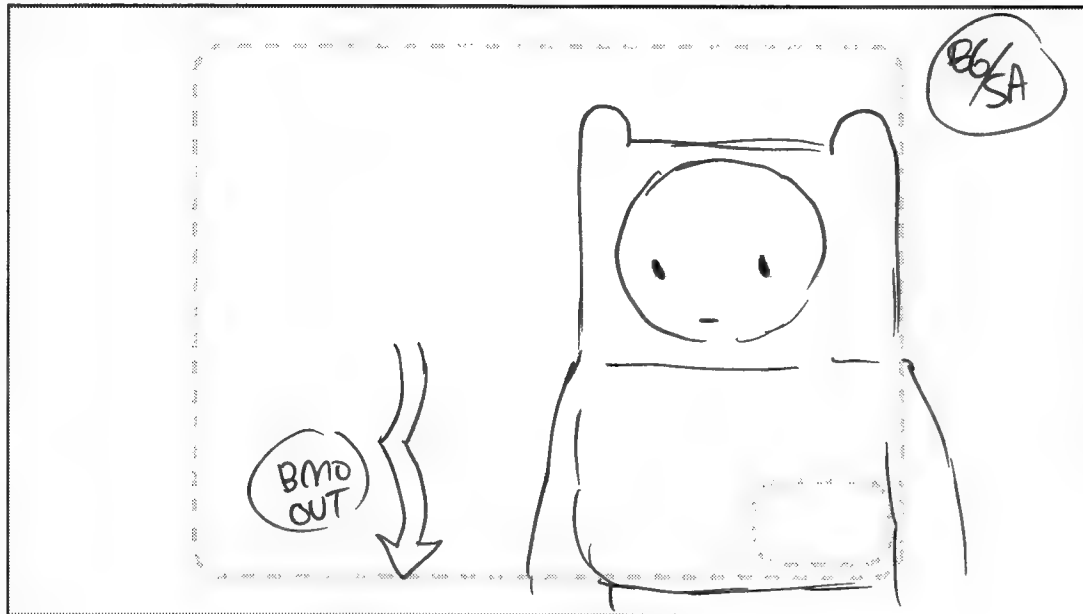
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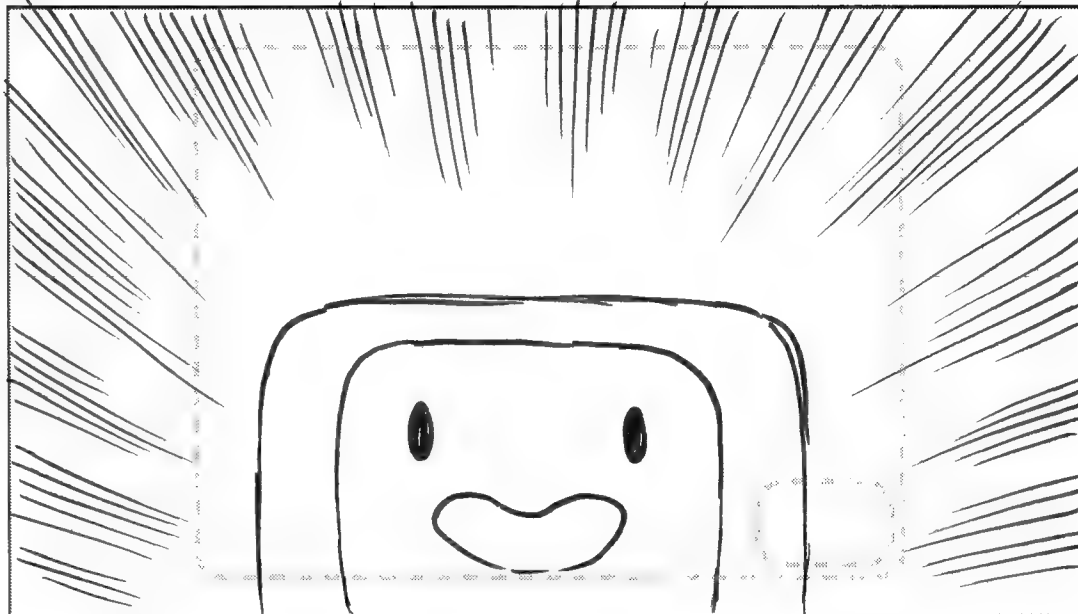


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Sc. 10 Pnl. D Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:

(BMO) (OS) → COMING, AND HE'S
ALMOST HERE!

(BMO:) And he brought me a
special surprise for my birthday!!

Action:

Timing:

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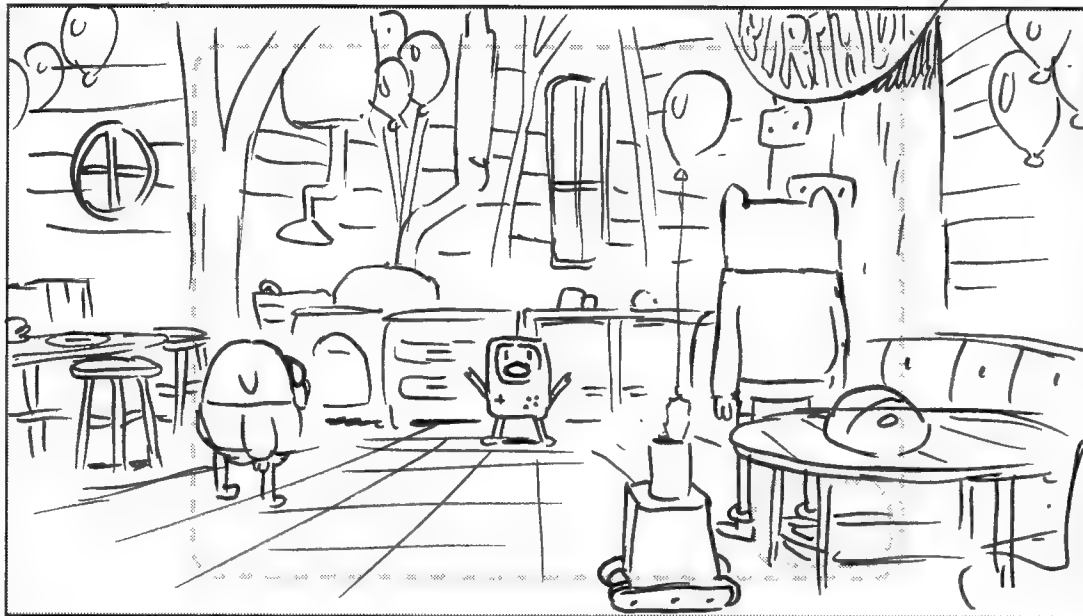
Production :

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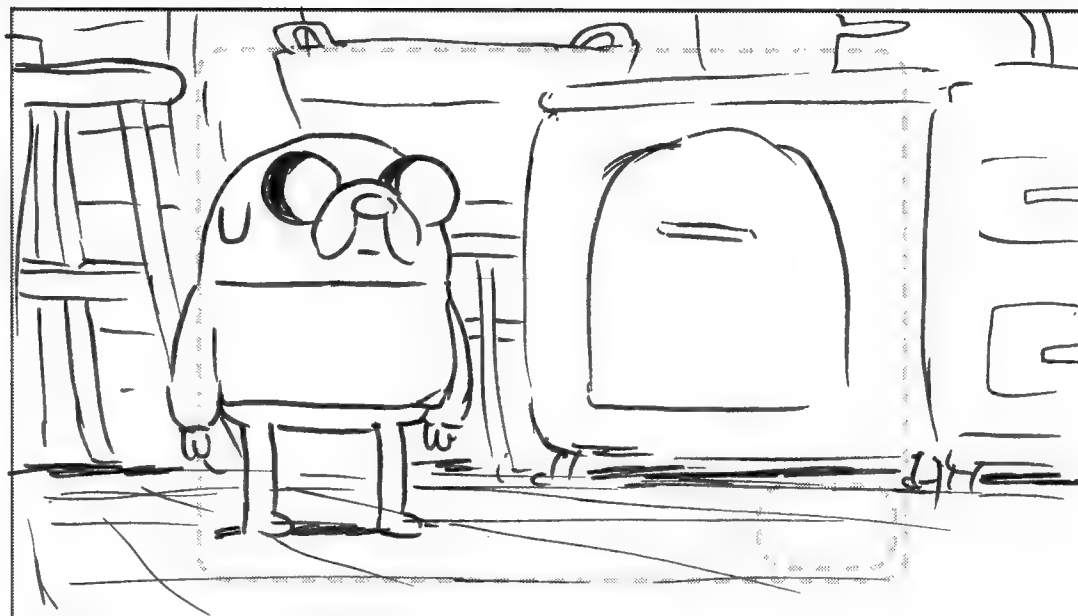


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Sc. 12 Pnl. A Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog: Bmo Moe is the smartest man
in the world !!

Bmo os He's way →

Action:



Timing:

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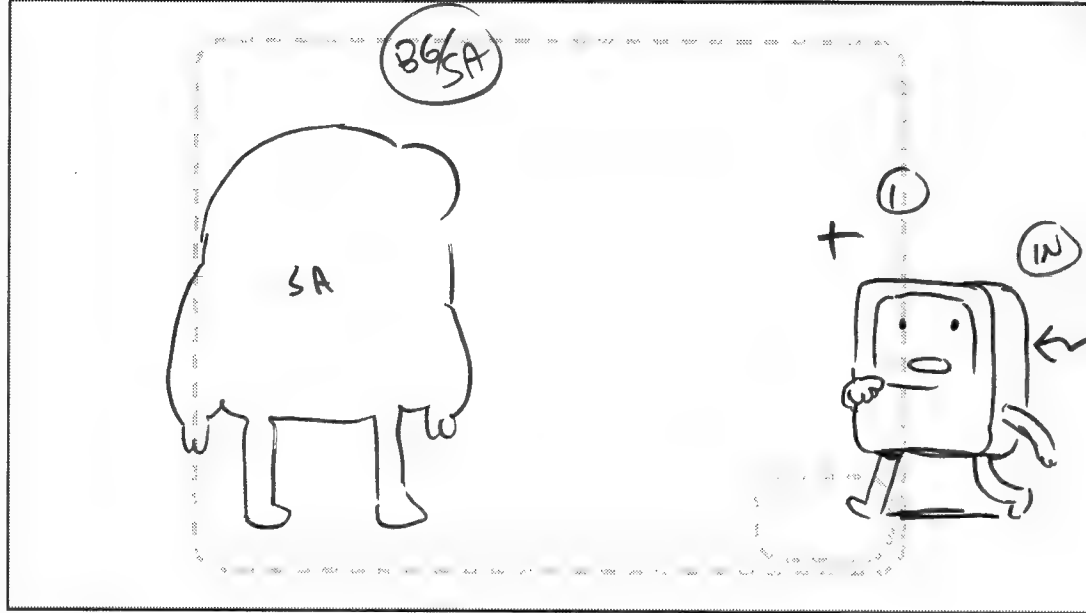
Production :

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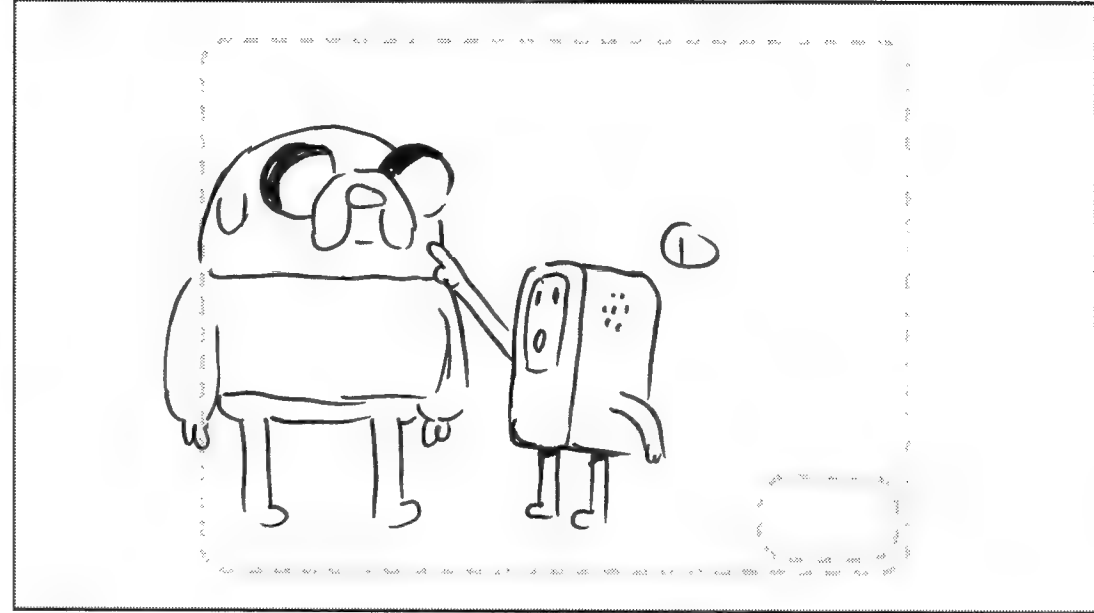


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Sc. 13 Pnl. B Bg. day night



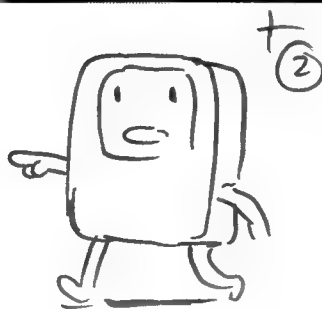
Sc. 13 Pnl. C Bg. day night



Dialog:

BMO → ① smarter than you, ② & you, → ① & you too Jake, ② and you're the smartest guy I know.

Action:



- BMO points at Finn(1)
then Neptu (2) then
Jake →

○ → Jake tracks
BMO



Timing:

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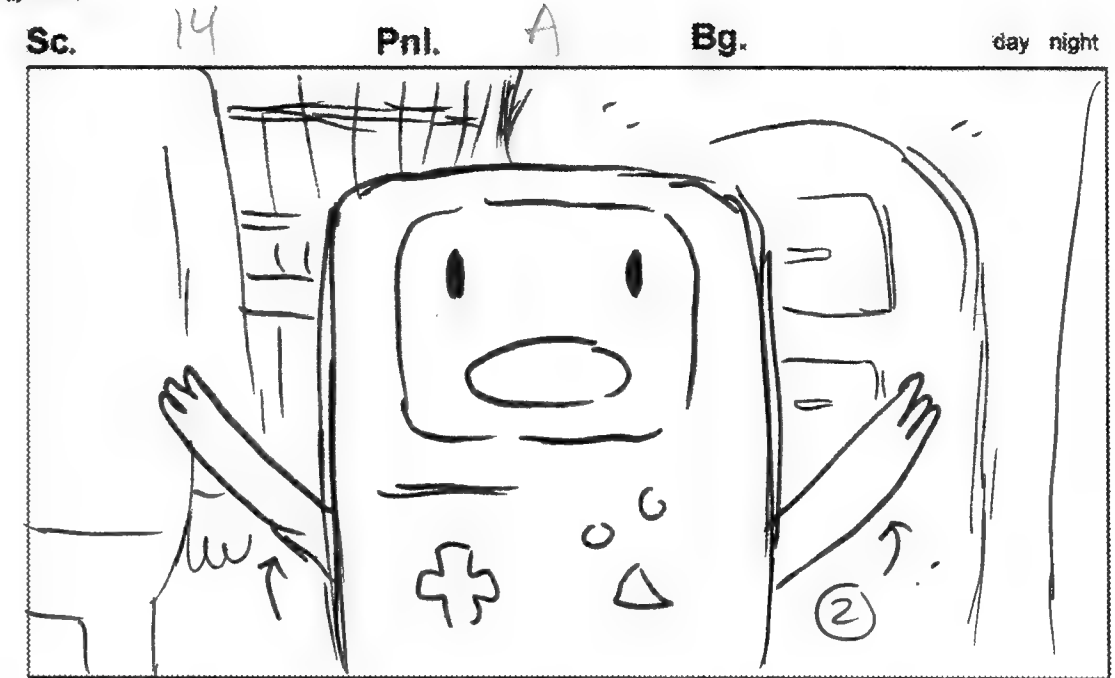
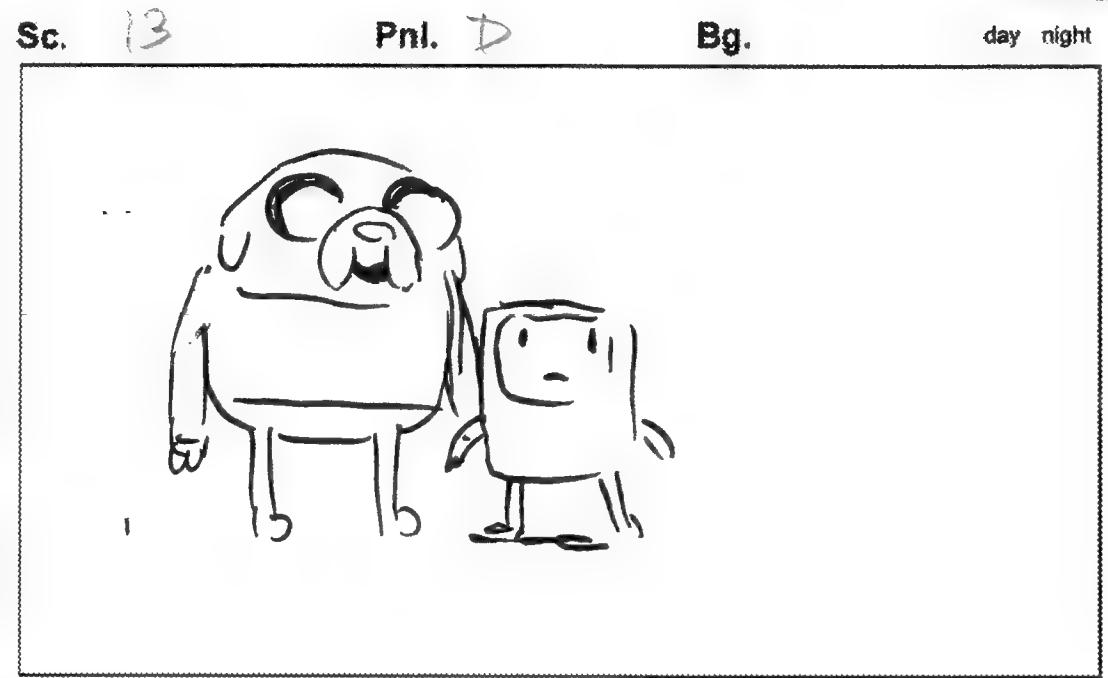
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Production :

ADVENTURE TIME



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| | | |
|---------|------------------------------|--|
| Dialog: | <p><u>J:</u> Hey thanks.</p> | <p><u>BMO:</u> And he knows everything about robots!</p> |
| Action: | | |
| Timing: | | |

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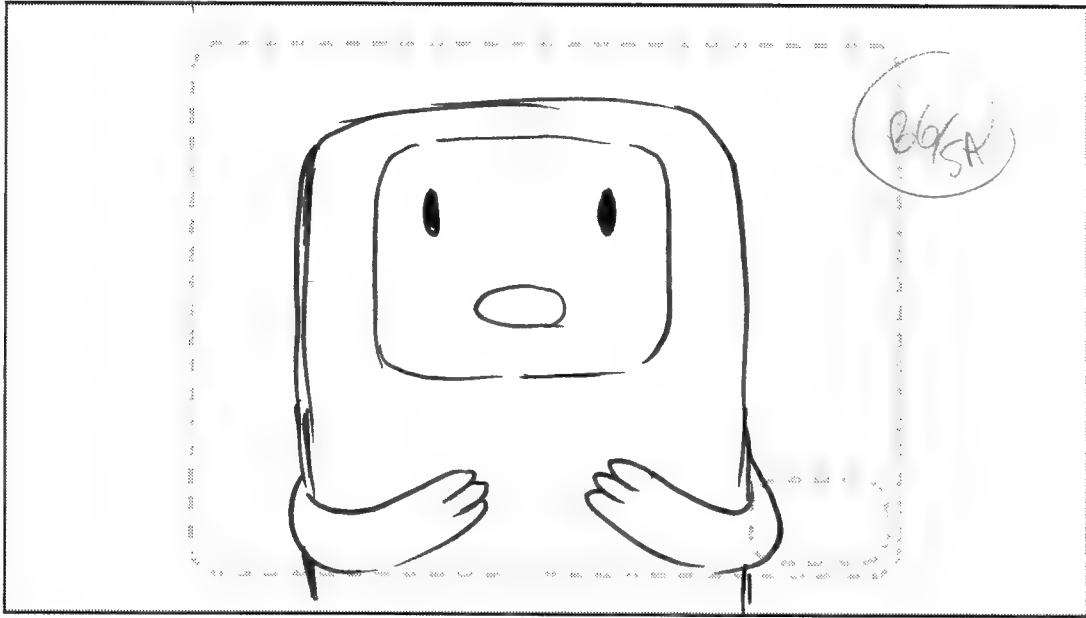
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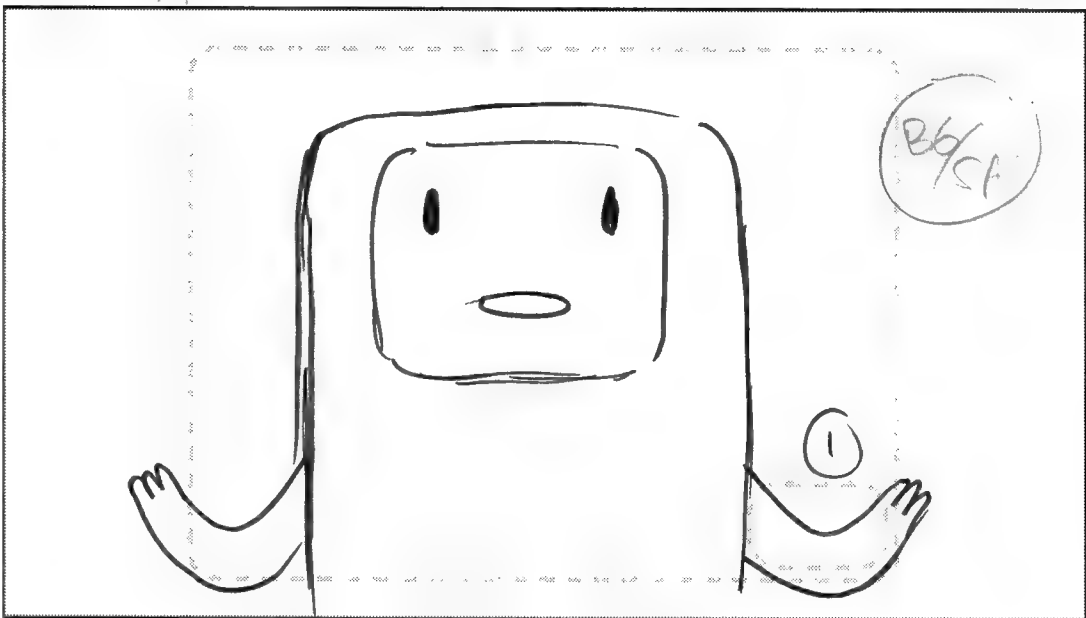


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Sc. 14 Pnl. 3 Bg. day night



Sc. 14 Pnl. C Bg. day night

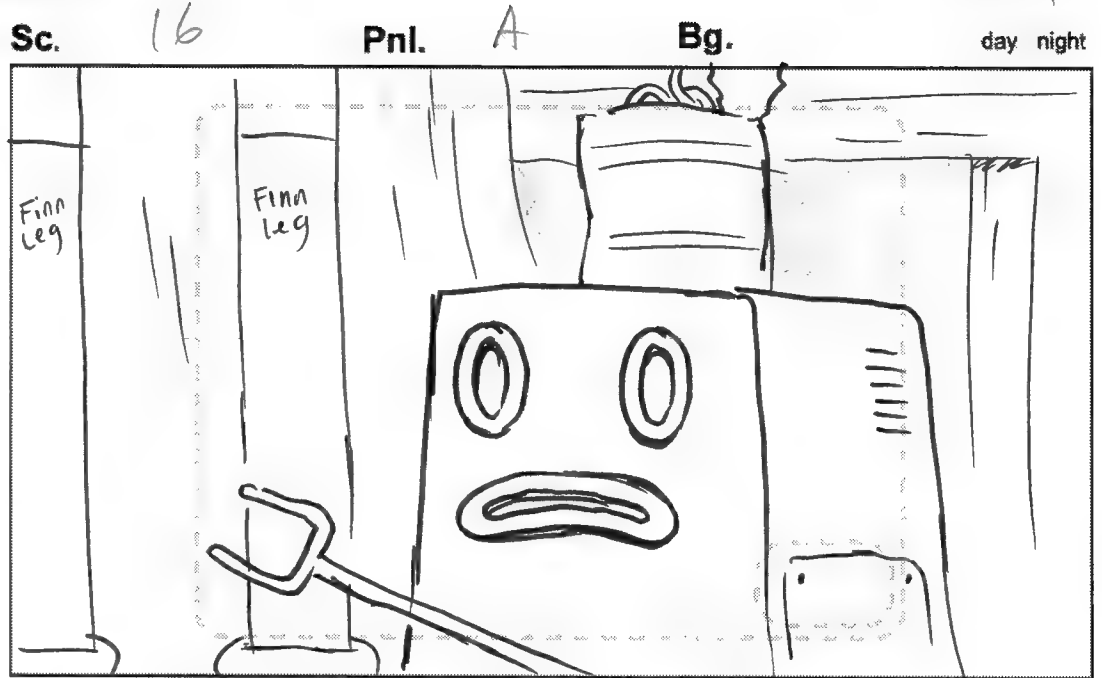
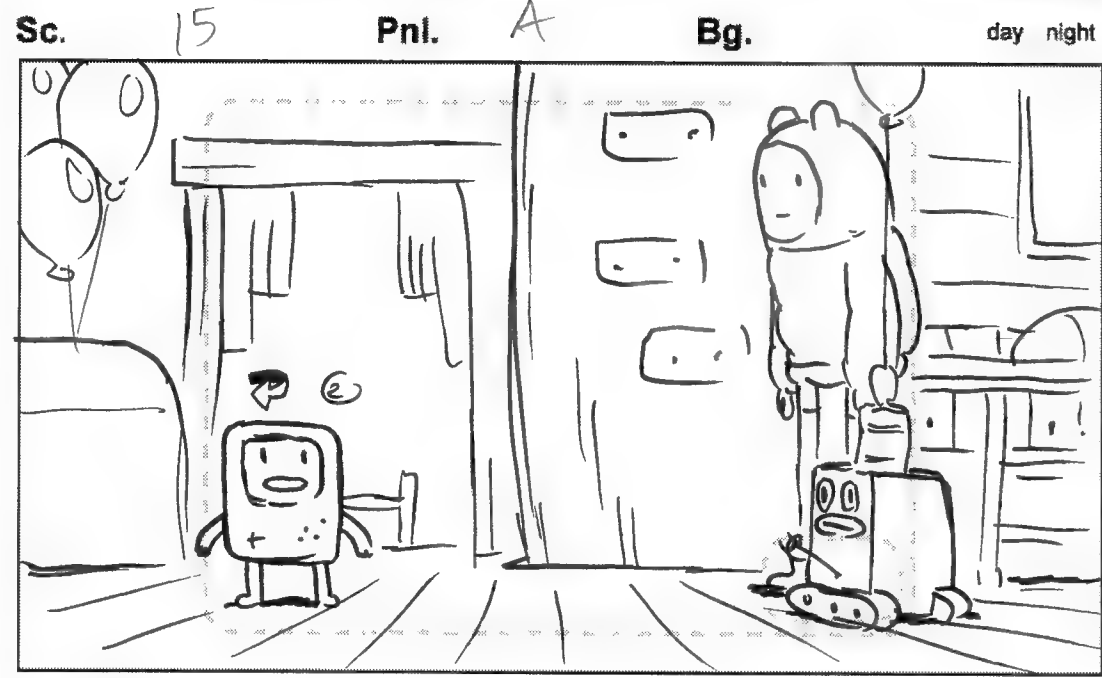


| | |
|---------|--|
| Dialog: | (Bmo) He built me, → and he built himself, and all the other MO's. |
| Action: | |
| Timing: | |

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Dialog: (BMO) He's so smart, I bet he could even fix Neptr.

Action:

Timing:

(BMO)

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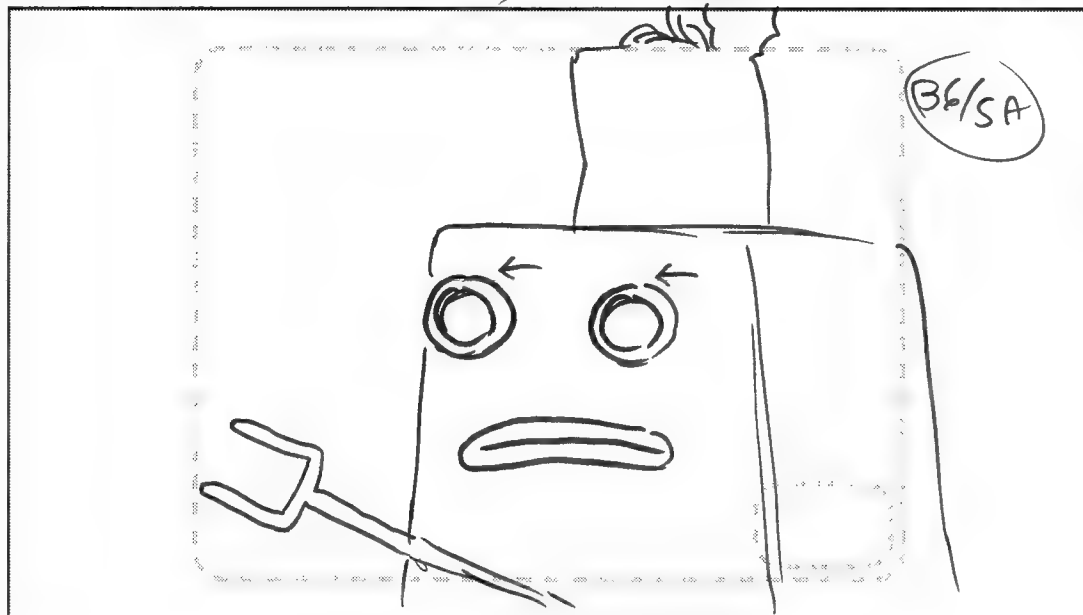
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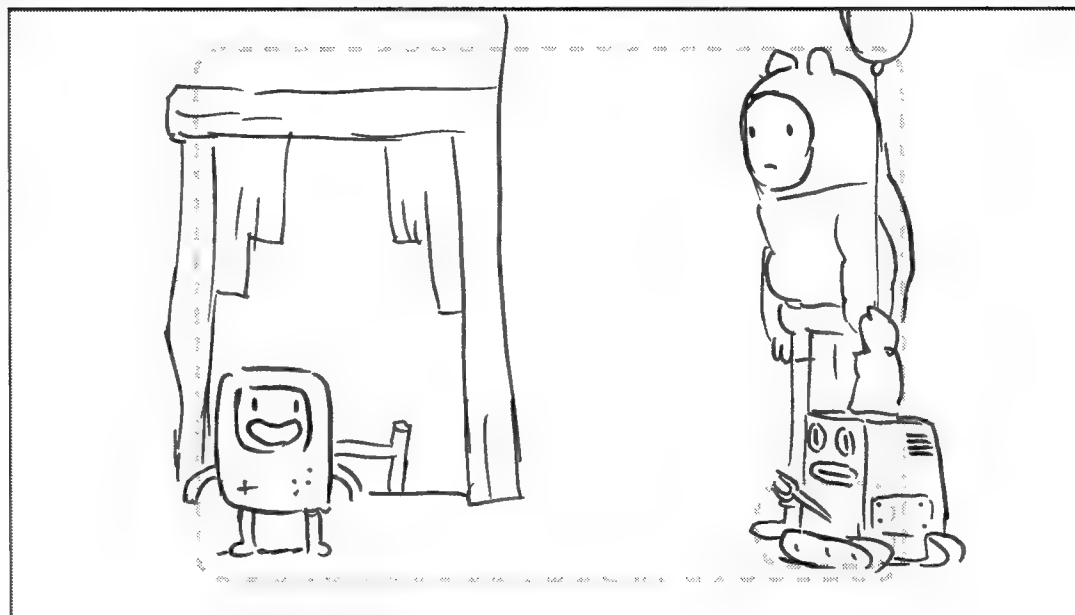


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Sc. 16 Pnl. B Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

(SFX:) * KNOCK KNOCK *

(BMO) OH BOY HE'S HERE!

Action:

- Neptu hears knocking at the front door.

Timing:

Production :

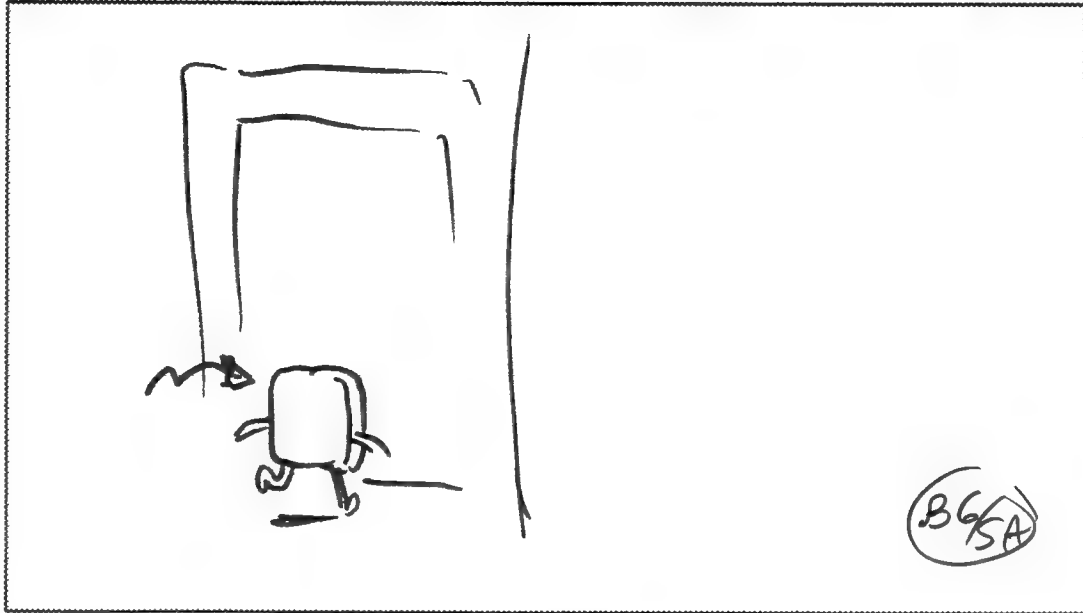
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ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



Sc. 17 Pnl. C Bg. day night



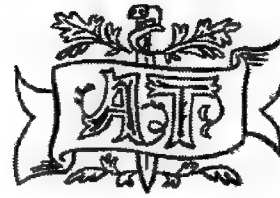
| | | |
|--------|-------------------------|-----------------|
| Dialog | (BMO) Haha ha! | (SFX) * SMASH * |
| Action | - BMO leaps downstairs. | |
| Timing | | |

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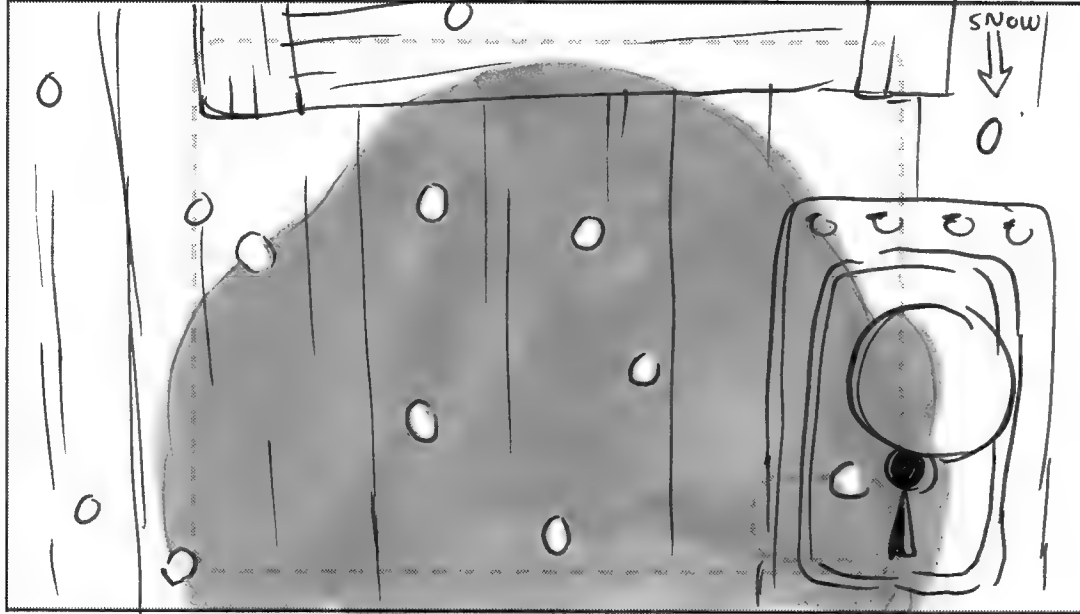
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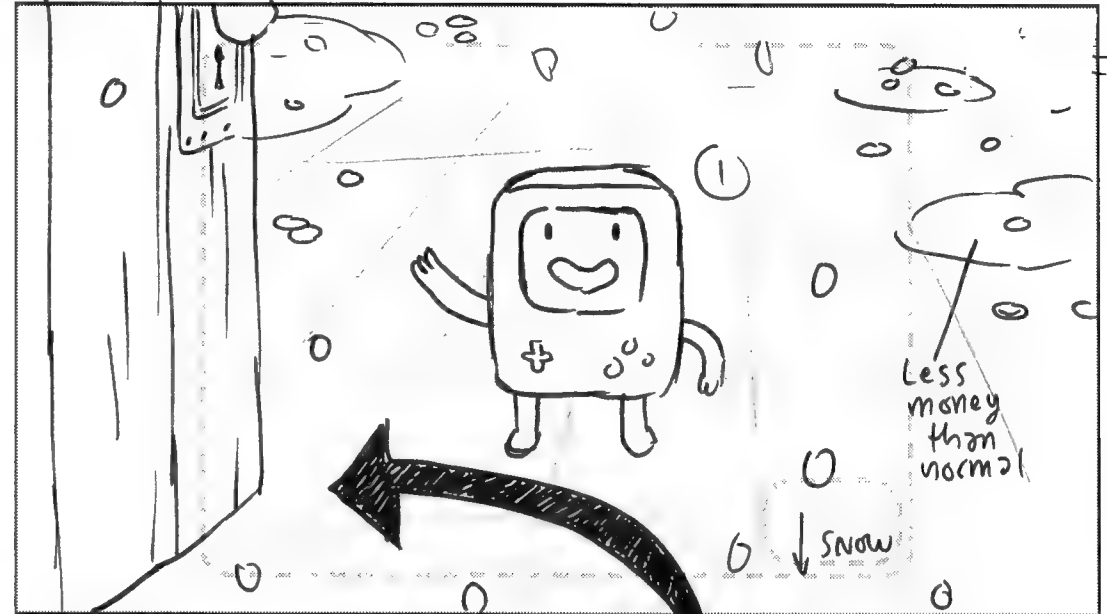


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Sc. 18 Pnl. A Bg. day night



Sc. 18 Pnl. B Bg. day night

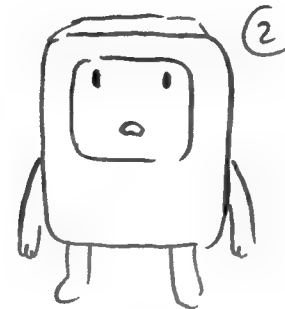


Dialog:

BMO: (2) oh...
(deflated)

Action:

Timing:



- Door swings open
to reveal BMO.

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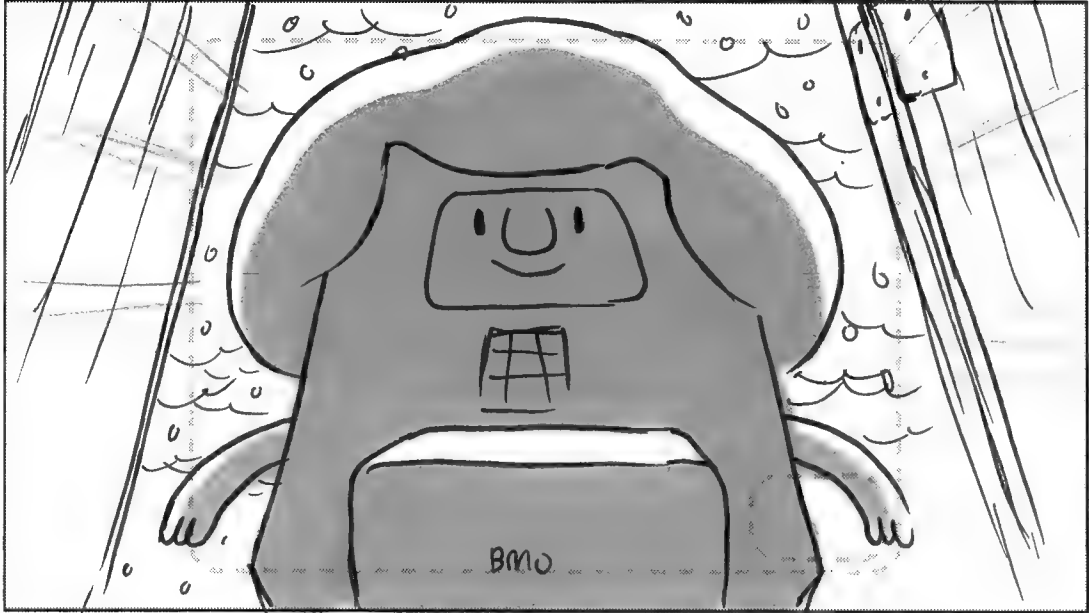
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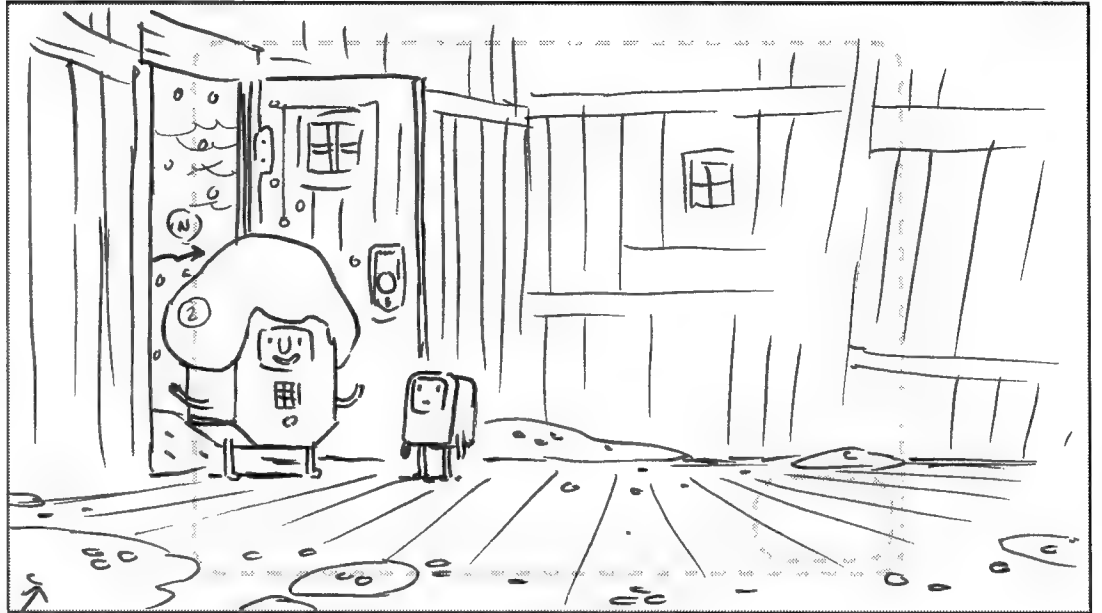
ADVENTURE TIME




Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night



| | | |
|---------|---|--|
| Dialog: | <p>BMO: You're not Moe...</p> <p>Moe: Why of course I am BMO *chuckle*.</p> | |
| Action: | <p>slowly restocking treasure room.</p>  | <p>- Moe enters the treasure room.</p> |
| Timing: | | |

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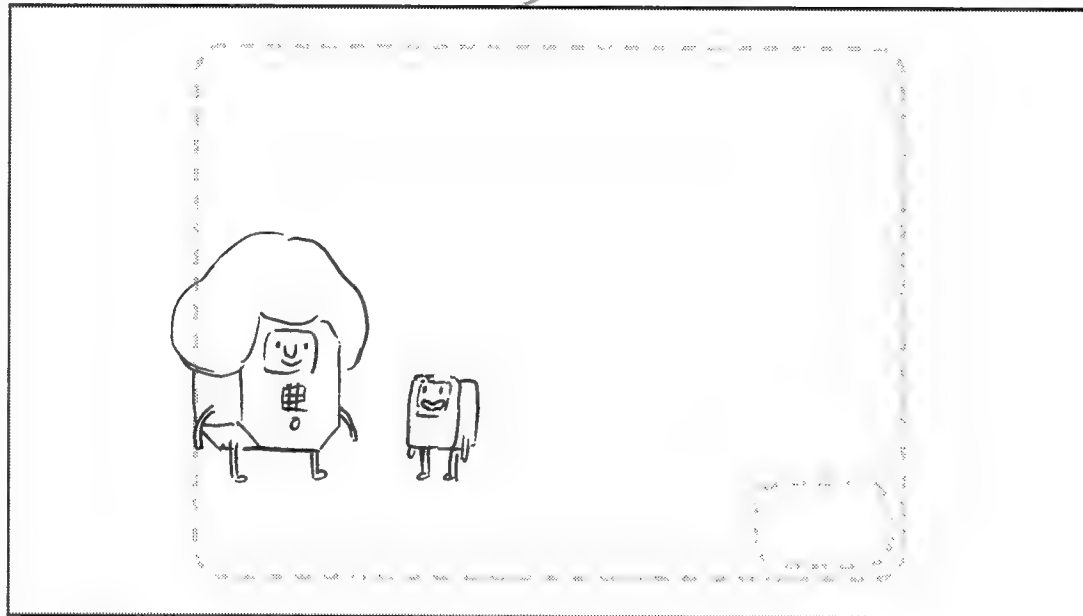
Production :

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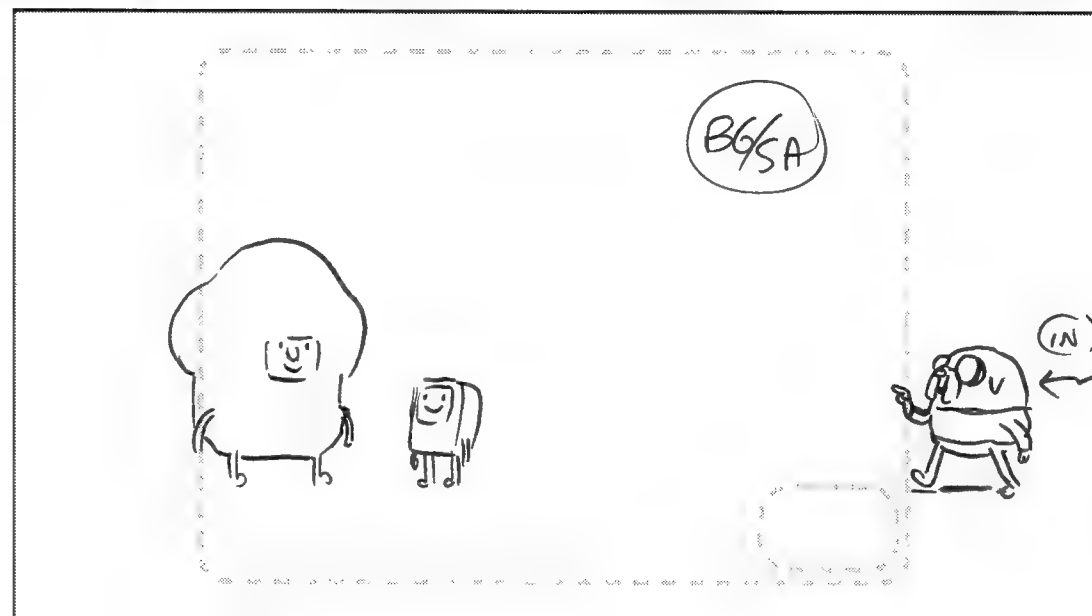


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Sc. 20 Pnl. B Bg. day night



Sc. 20 Pnl. C Bg. day night



Dialog: BMO (totally convinced!) Oh Okay! 😊

JAKE: Hey! Moe! New haircut?

Action:

Timing:

Production :

EPISODE #

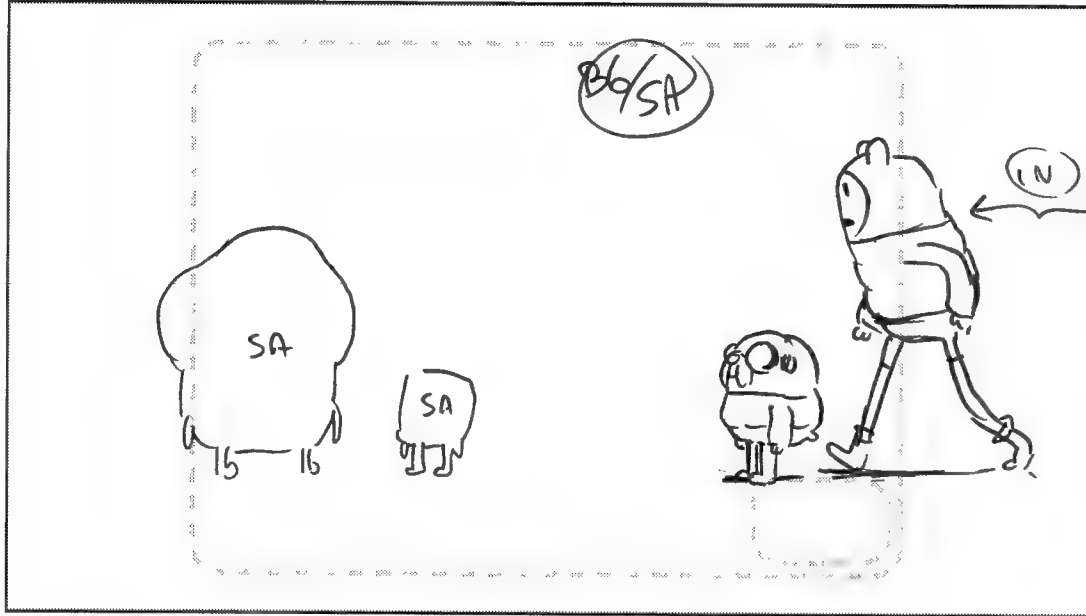
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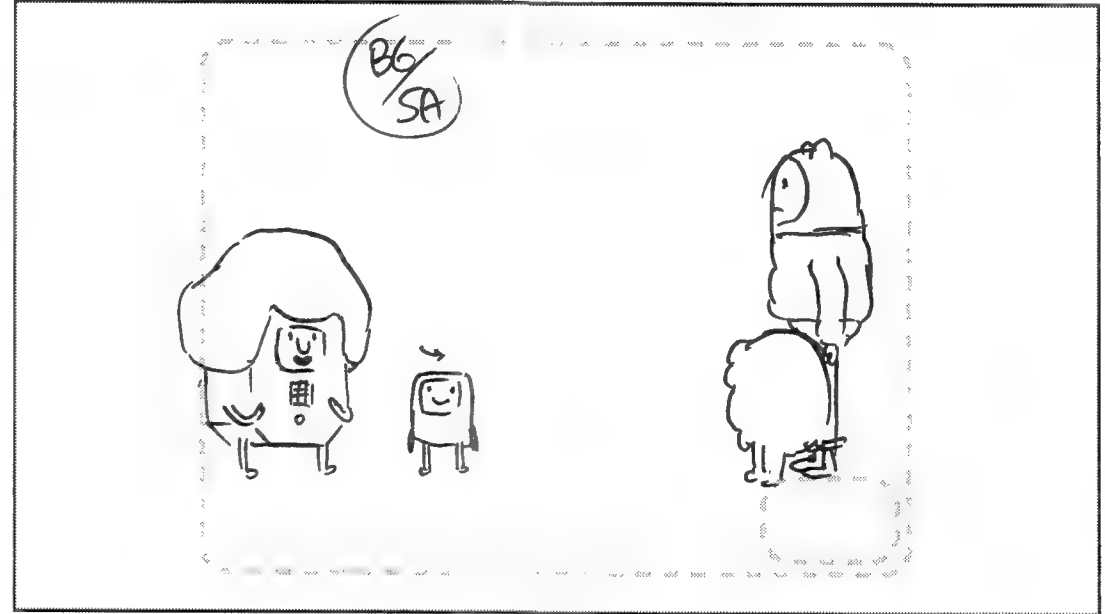


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Sc. 20 Pnl. D Bg. day night



Sc. 20 Pnl. E Bg. day night



Dialog:

(FINN) Whoa, Moe - what happened to your body?

(MOE) Oh - * chuckle * that old thing?

Action:

Timing:

EPISODE #

1034-224

Production :

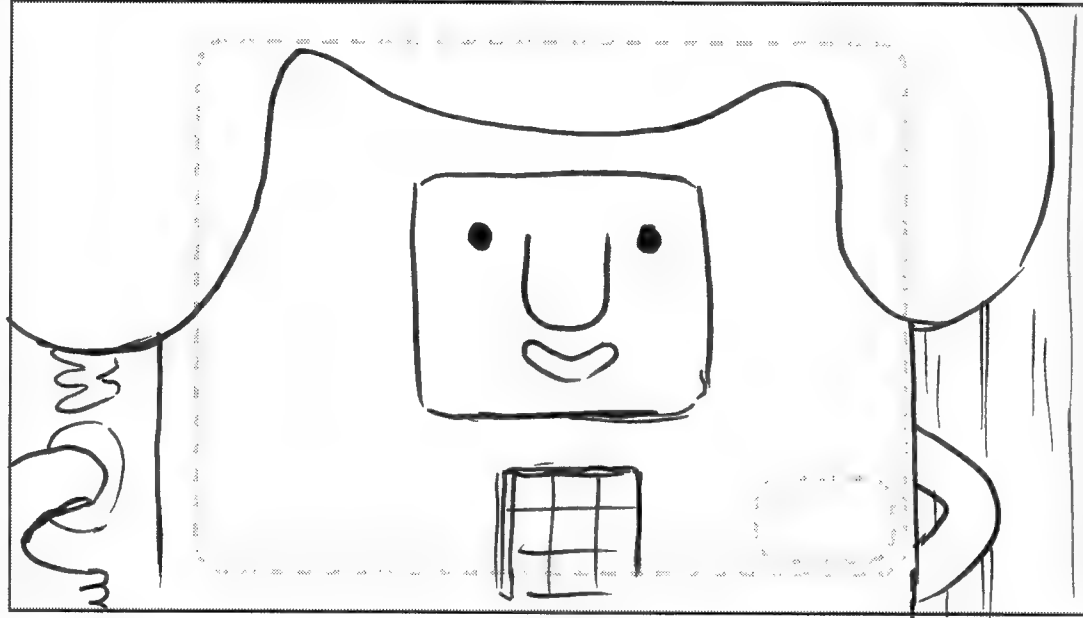
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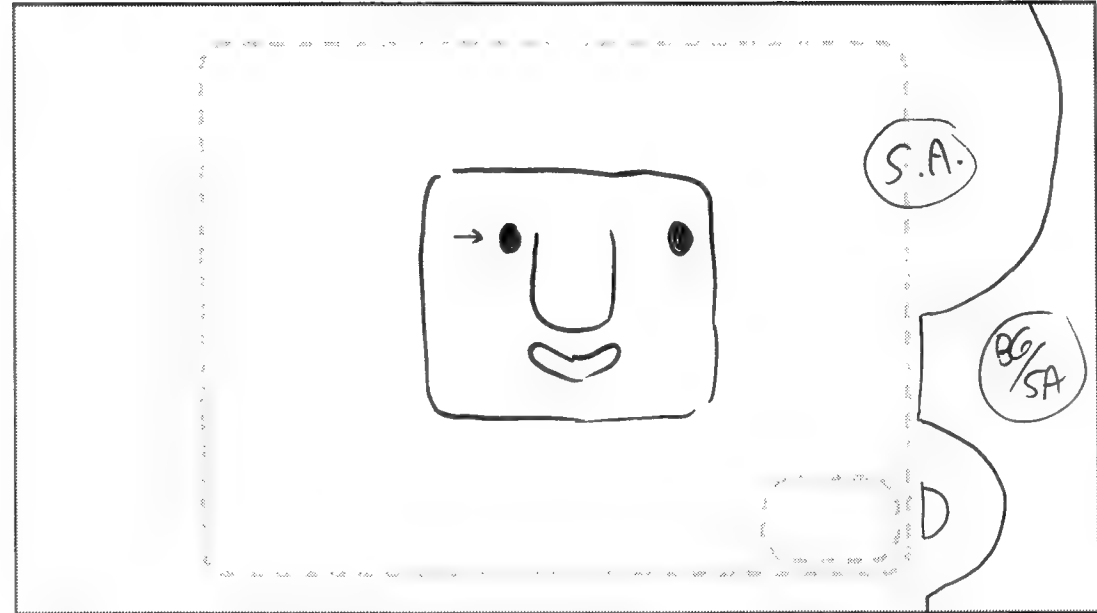


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Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. B Bg. day night



Dialog:

(MOE) She conked out on me
months ago -

(MOE) → I guess I don't
make 'em like I used to, →

Action:

Timing:

EPISODE #
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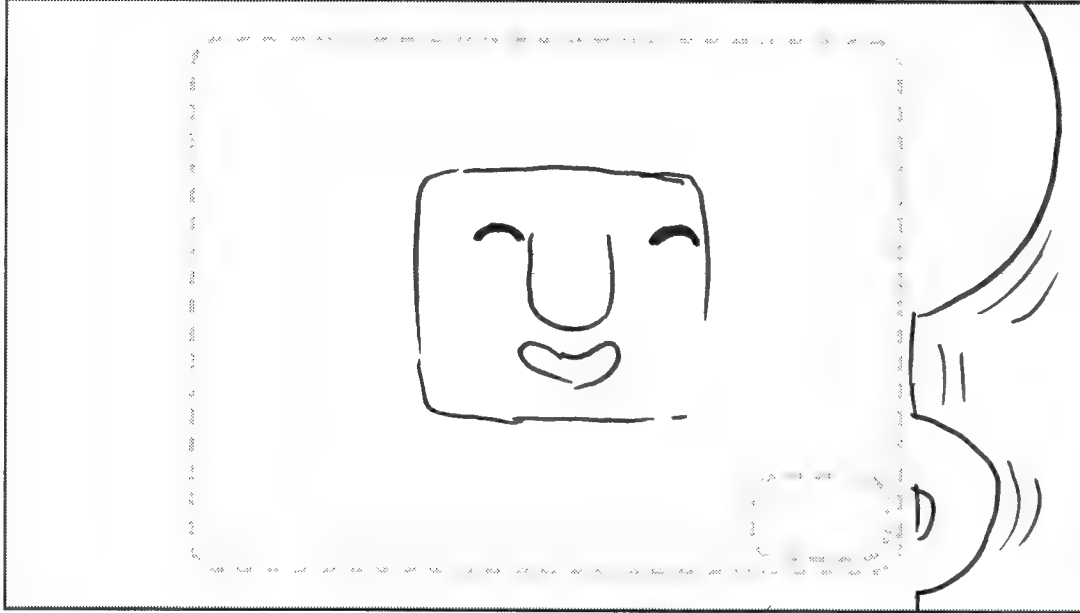
Production :

ADVENTURE TIME

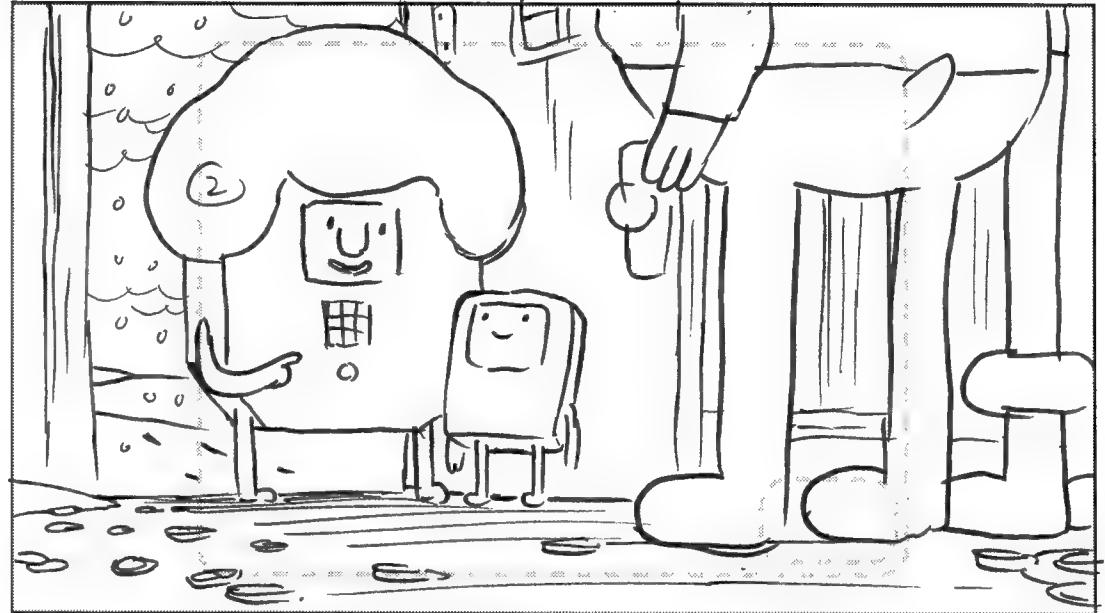


Page 27

Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:

(MOE :) * chuckling *

(MOE) Not like little BMO here -

Action:

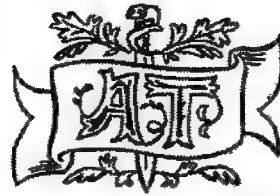
Timing:



EPISODE # 1034-224

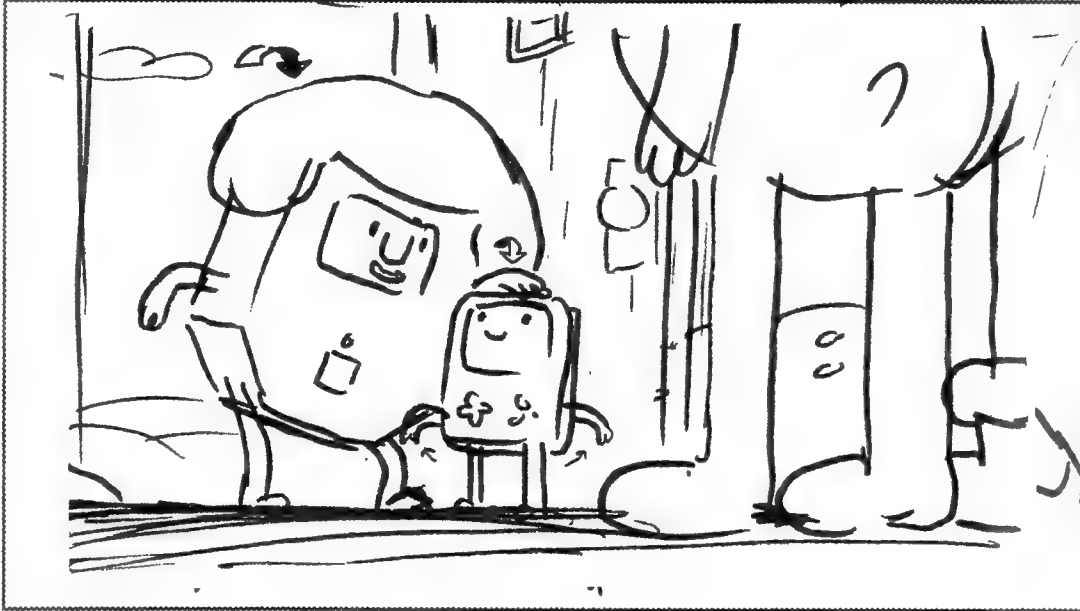
Production :

ADVENTURE TIME

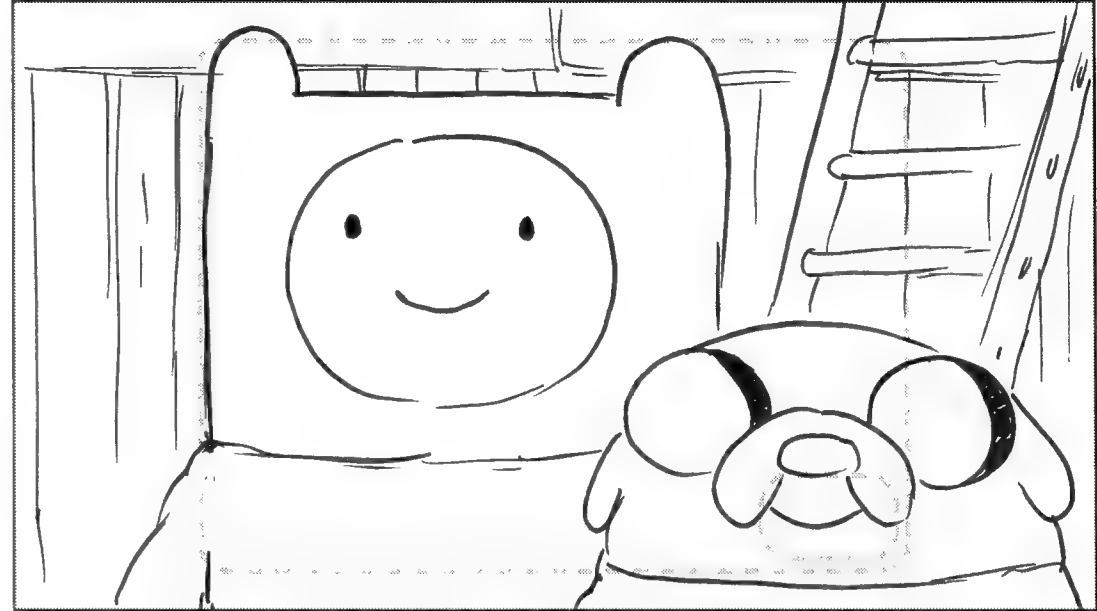


Page 28

Sc. 22 Pnl. B Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:

(Moe) You got ALL my love
and affection.

(BMO) (super
cheerful) Thanks!
(OS)

Action:

- Moe rests his hand on BMO's head.

Timing:

EPISODE #

1034-224

Production :

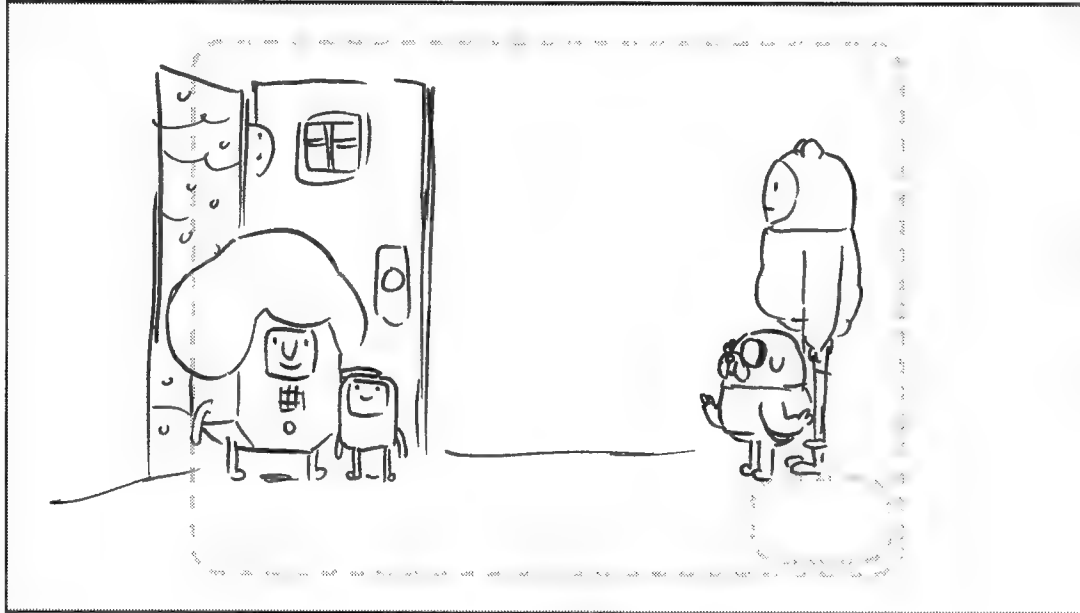
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ADVENTURE TIME

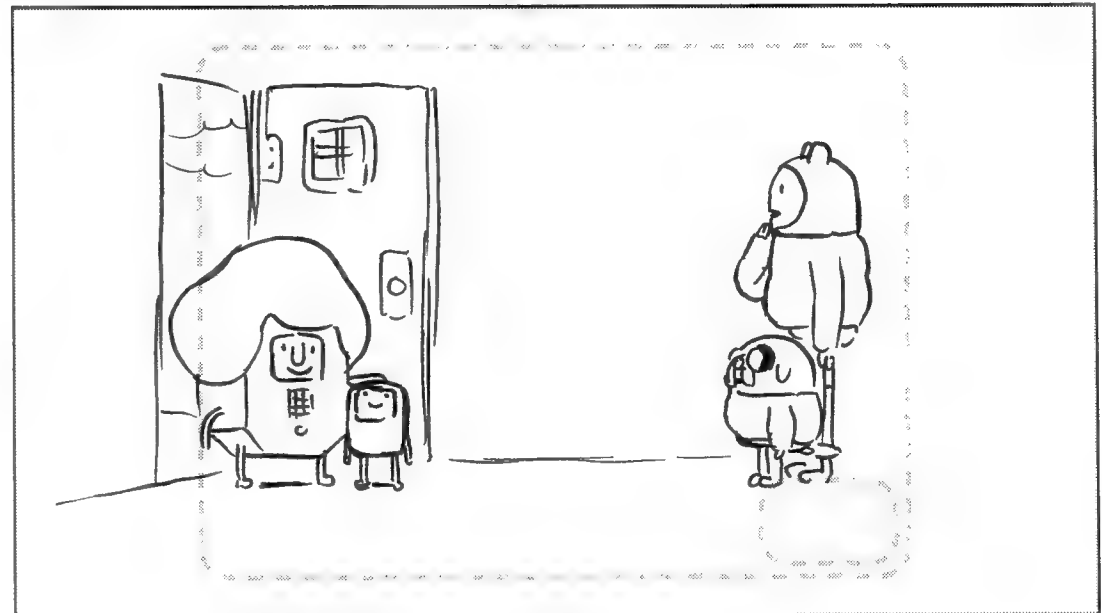


Page 29

Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. 9 Bg. day night



Dialog:

JAKE: Well, we made a cake...

FINN: We weren't sure if you eat (2) but BMO insisted...

Action:



Timing:



EPISODE #

1034-224

Production :

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ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: BMO [ANGRY!] EATING HELPS ME GROW!!

Action:

Timing:

EPISODE # 1034-224

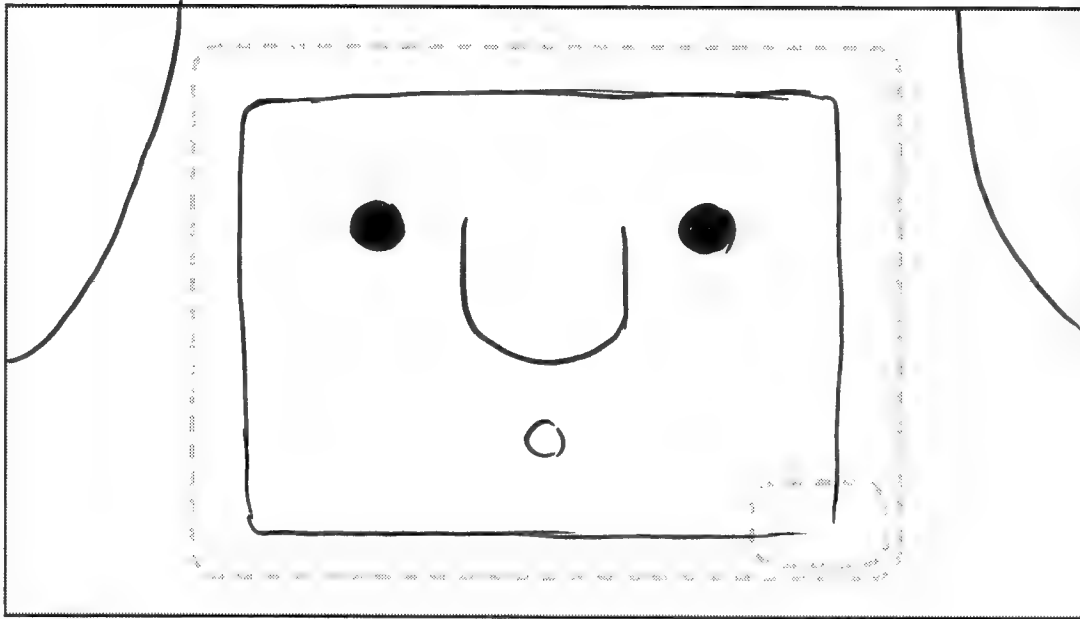
Production :

ADVENTURE TIME

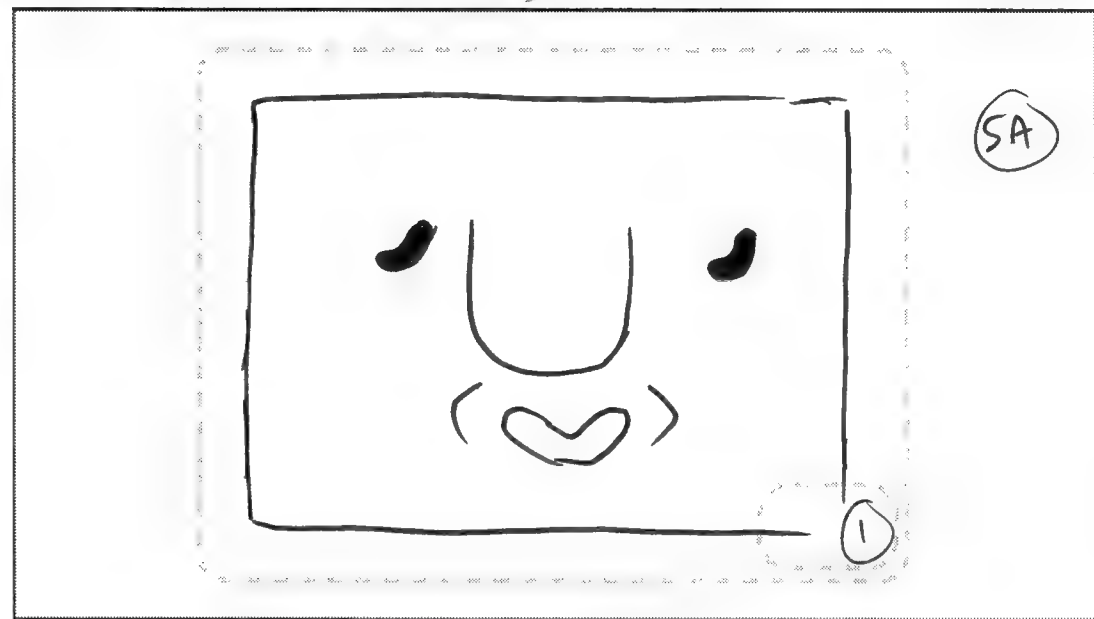


Page 31

Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night

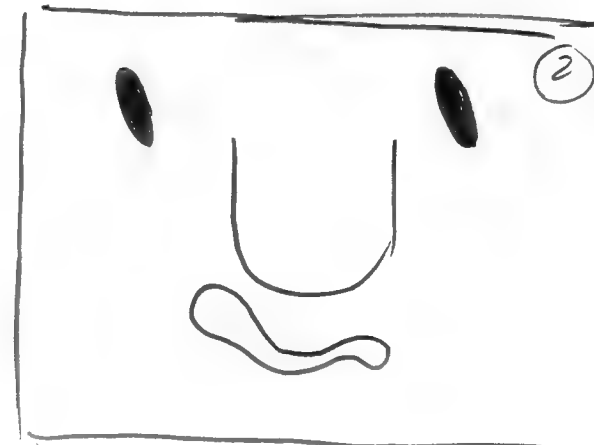


Dialog:

MOE: Oh *chuckle* —————→ well, er, uh —
well

Action:

Timing:



EPISODE #

1034-224

Production :

ADVENTURE TIME



Sc.

25

Pnl.

C

Bg.

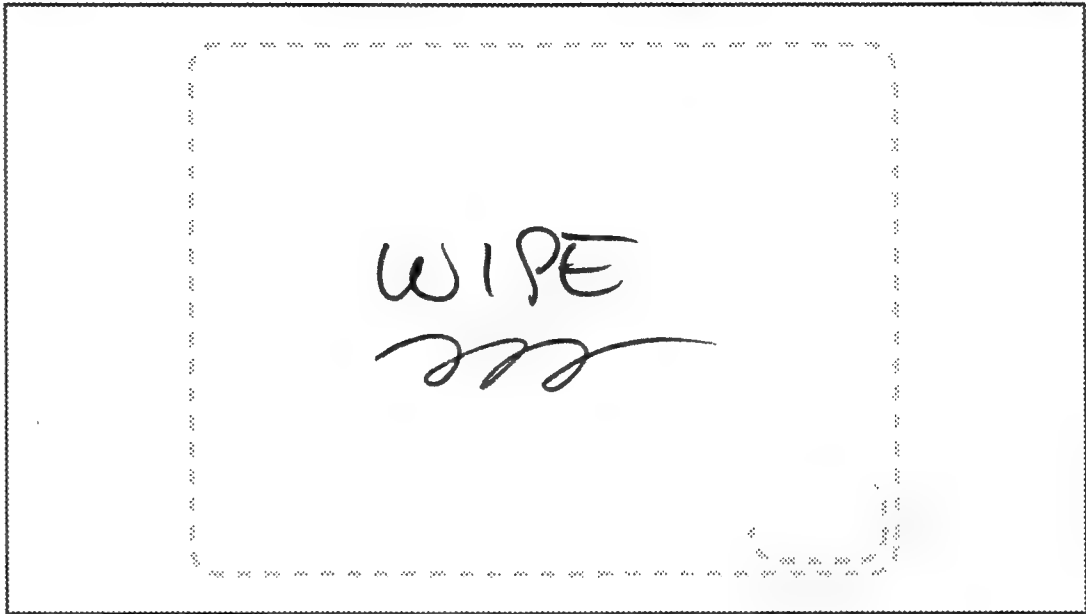
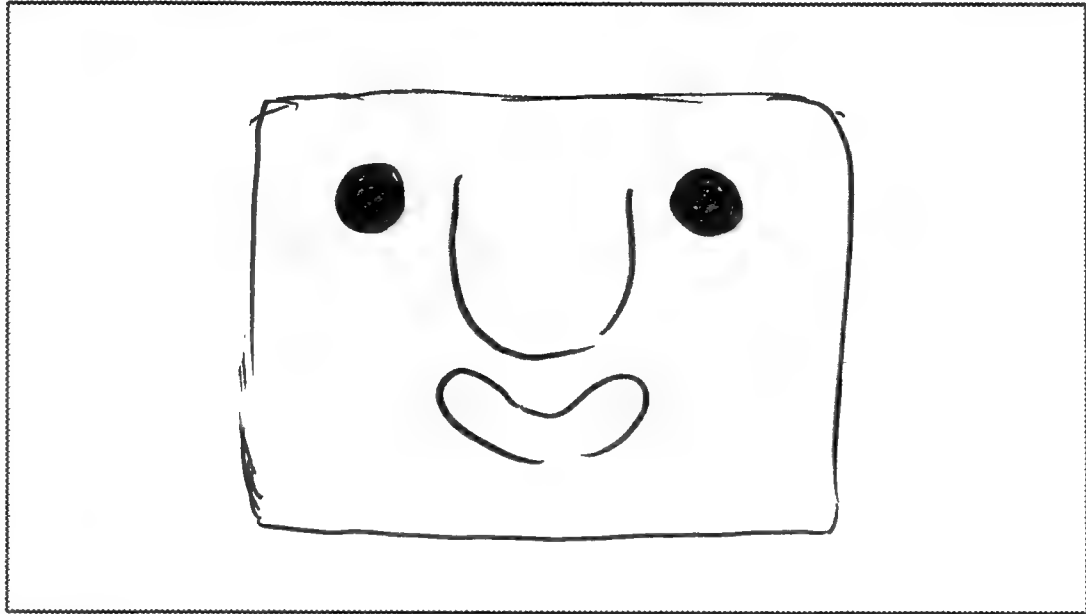
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M:) When in Rome!

Action:

eye bulge on "when"

Timing:

① ② ③

EPISODE # 1034-224

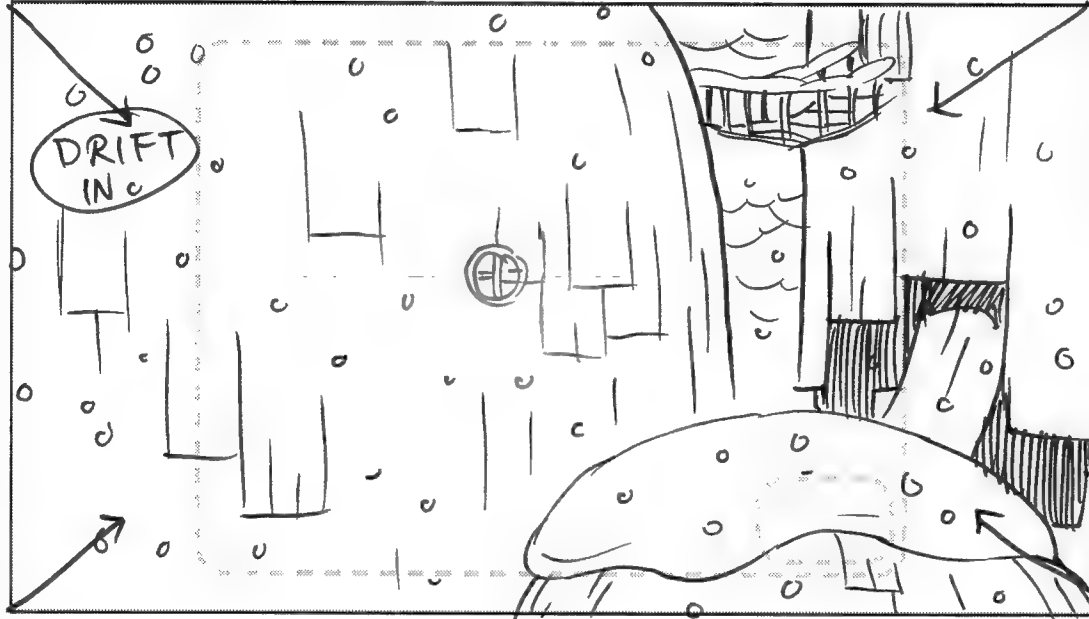
Production :

ADVENTURE TIME

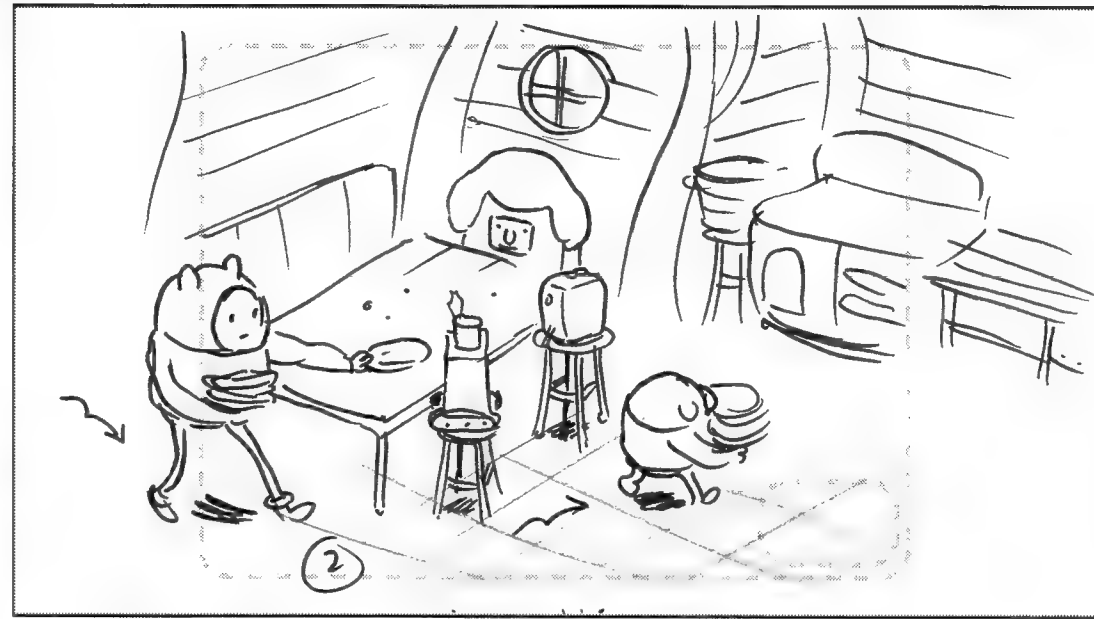


Page 33

Sc. 26 Pnl. A Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:

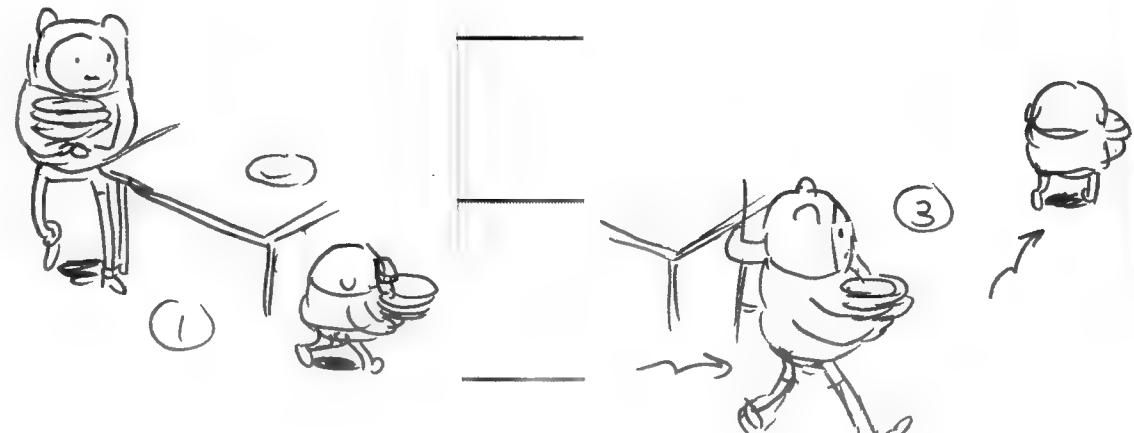
(SFX) * dishes clinking/clattering *

Action:

- Finn and Jake clear dirty dishes from table

Timing:

(MOE) So, BMO...



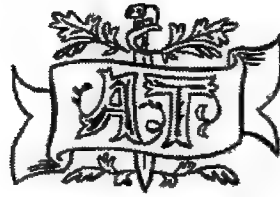
EPISODE #

1034-224

Production :

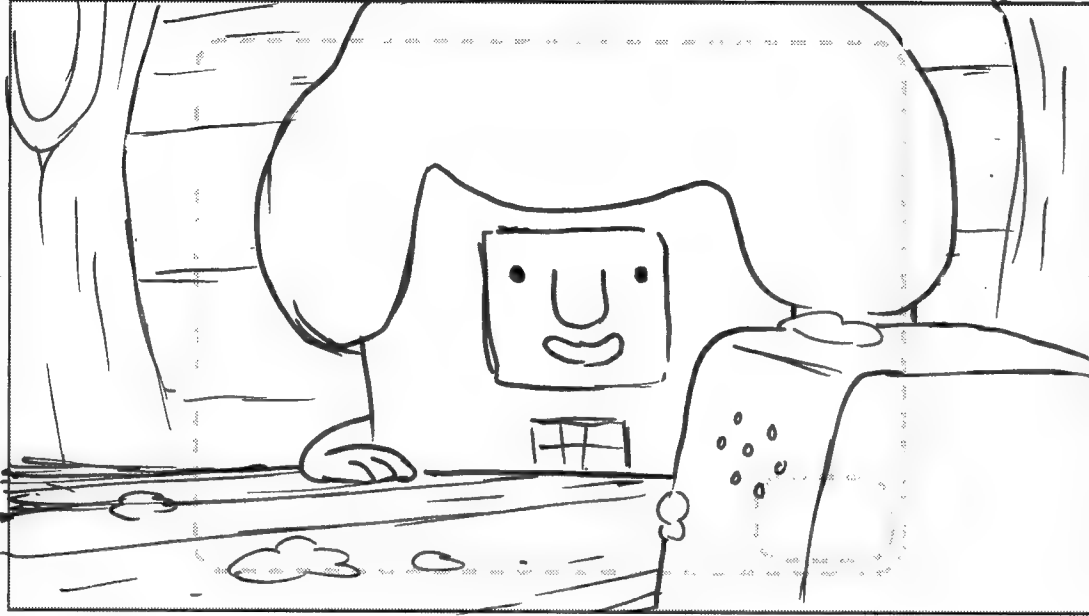
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ADVENTURE TIME

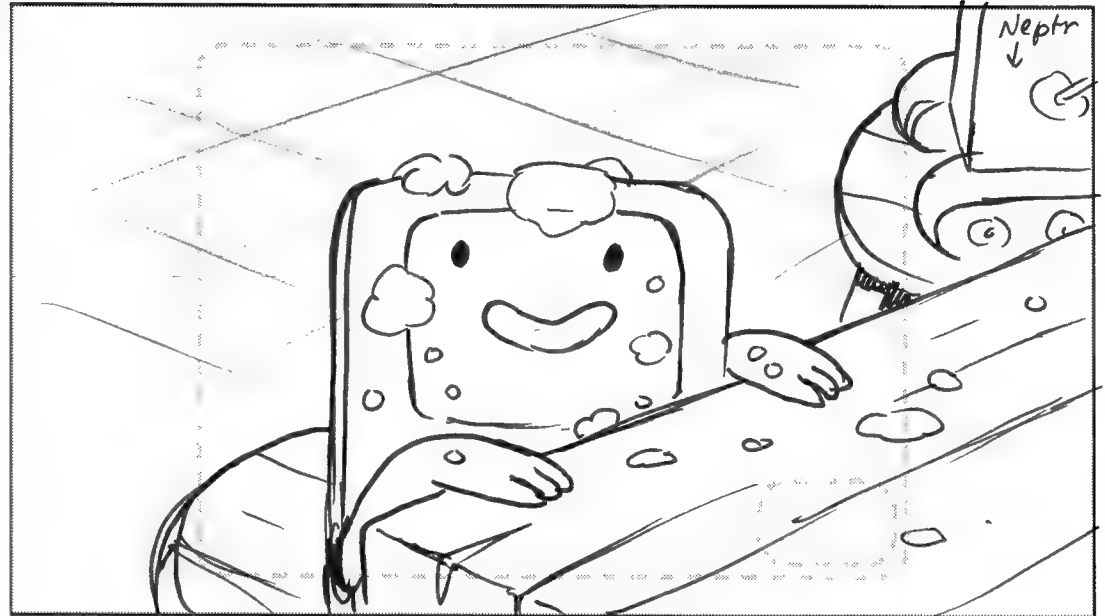


Page 34

Sc. 28 Pnl. A Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:

(MOE) → ... Are you ready
for your birthday
surprise?

Action:

Timing:

(BMO) *GIGGLE* BOY HOWDY!

EPISODE #

1034-224

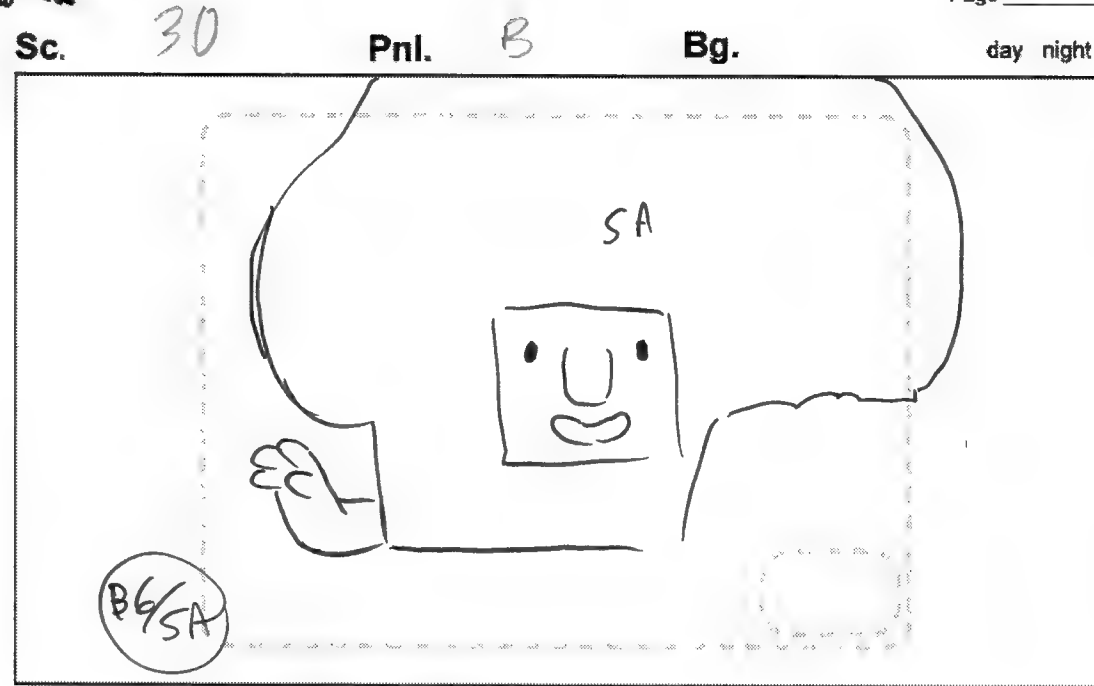
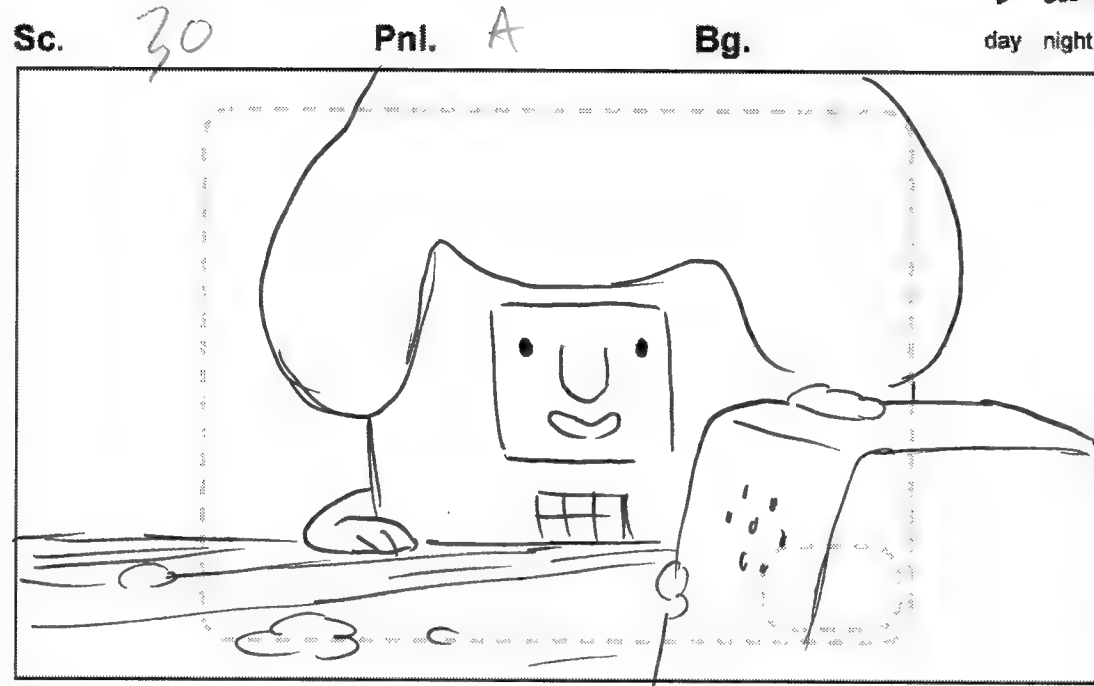
Production :

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ADVENTURE TIME



Page 35



Dialog:

(MOE) For your birthday...(pause) → I got you...(pause)
(suspenseful)

Action:

Timing:

1034-224

EPISODE #

Production :

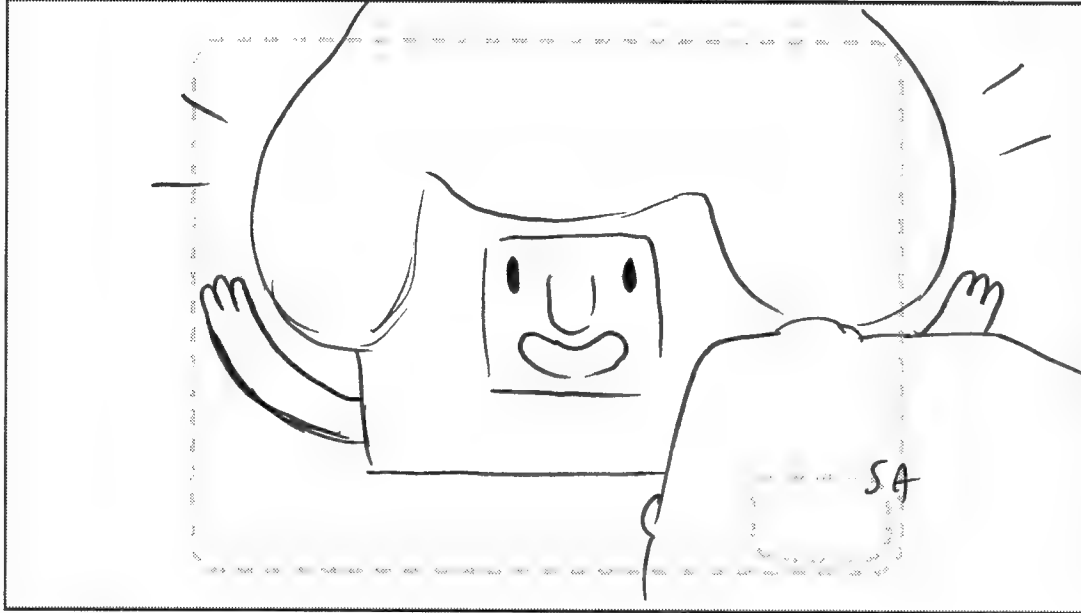
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ADVENTURE TIME

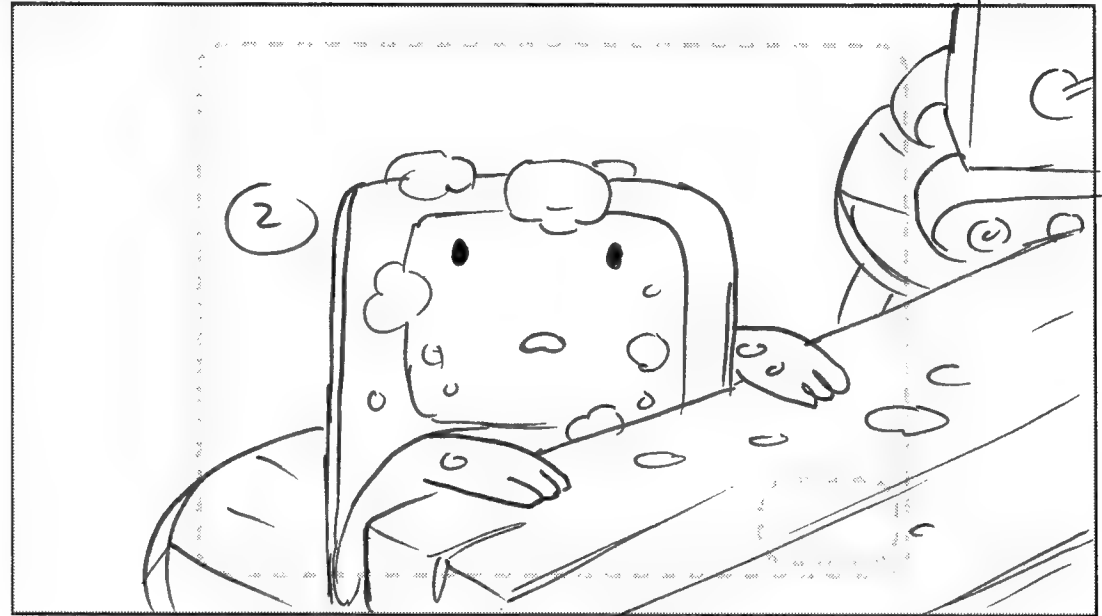


Page 36

Sc. 30 Pnl. C Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:

(MOE) → A SPECIAL MISSION!

(BMO) (2) ... a mission?

Action:

Timing:



1034-224

EPISODE #

Production :

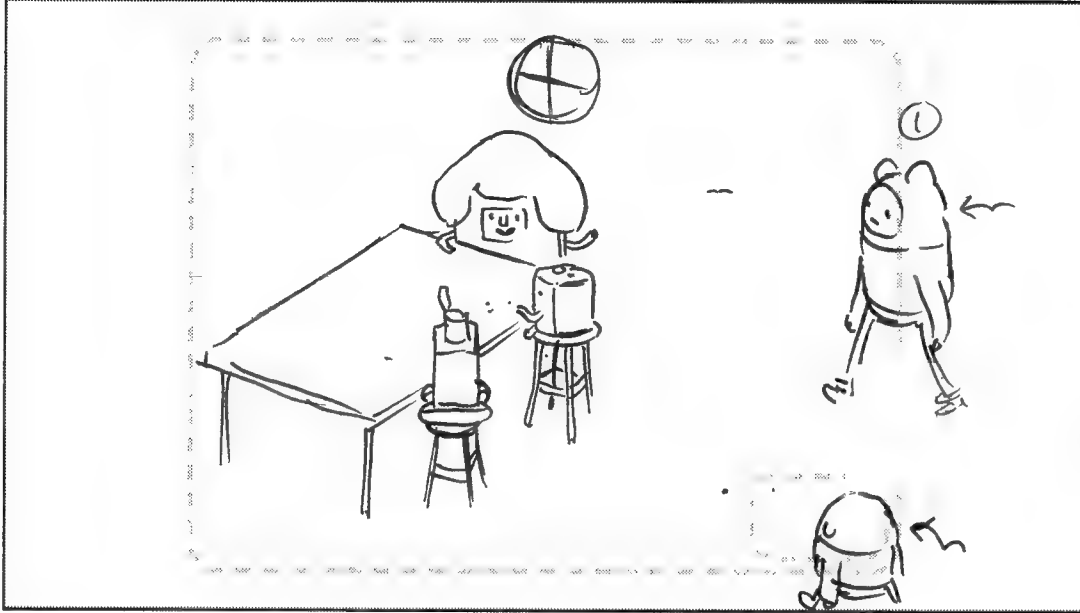
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ADVENTURE TIME

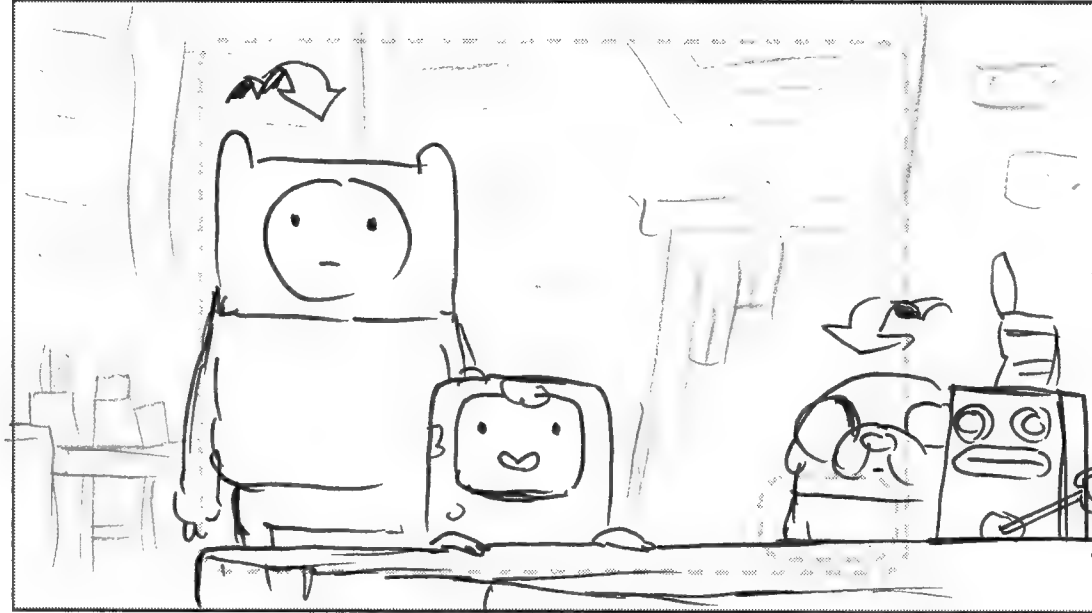


Page 37

Sc. 32 Pnl. A Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:

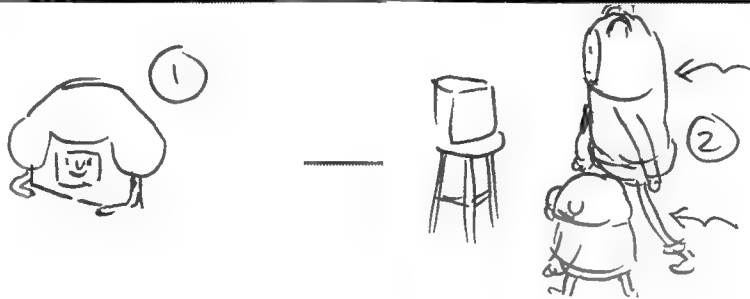
(Moe) A SPECIAL mission.
Like a vacation.

(Bmo) For all of us?

Action:

- Finn and Jake are in mid stride
at scene start.

Timin



1034-224

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Production :

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ADVENTURE TIME



Page 38

Sc.

33

Pnl.

B

Bg.

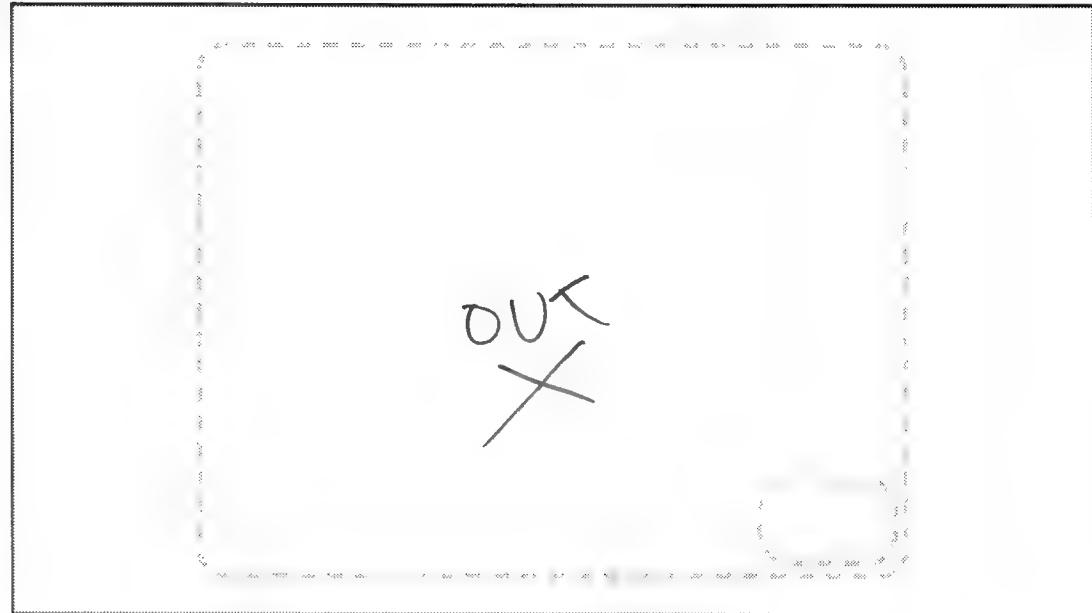
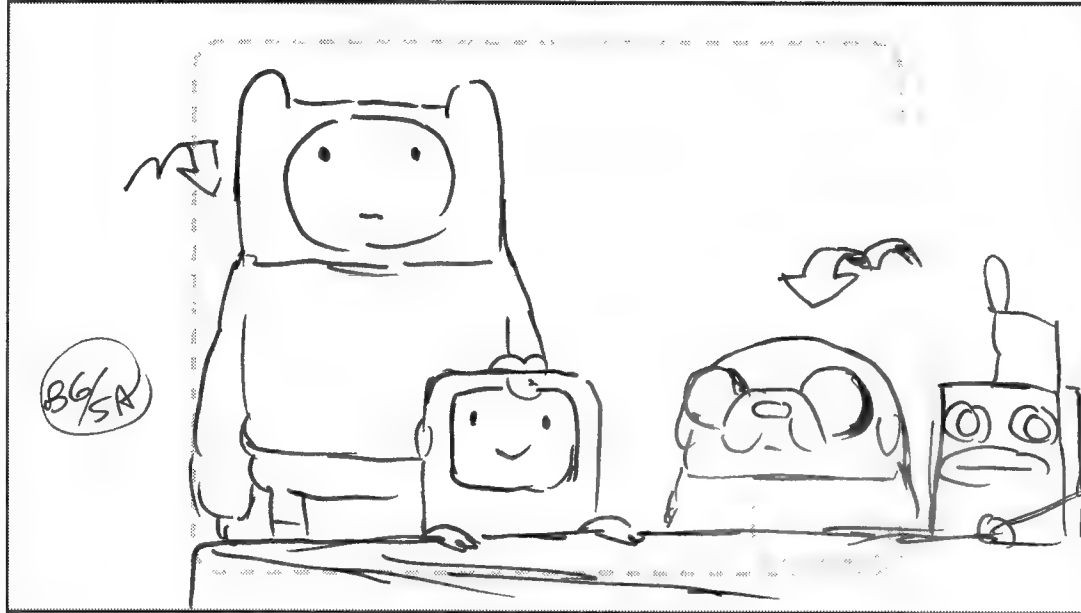
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

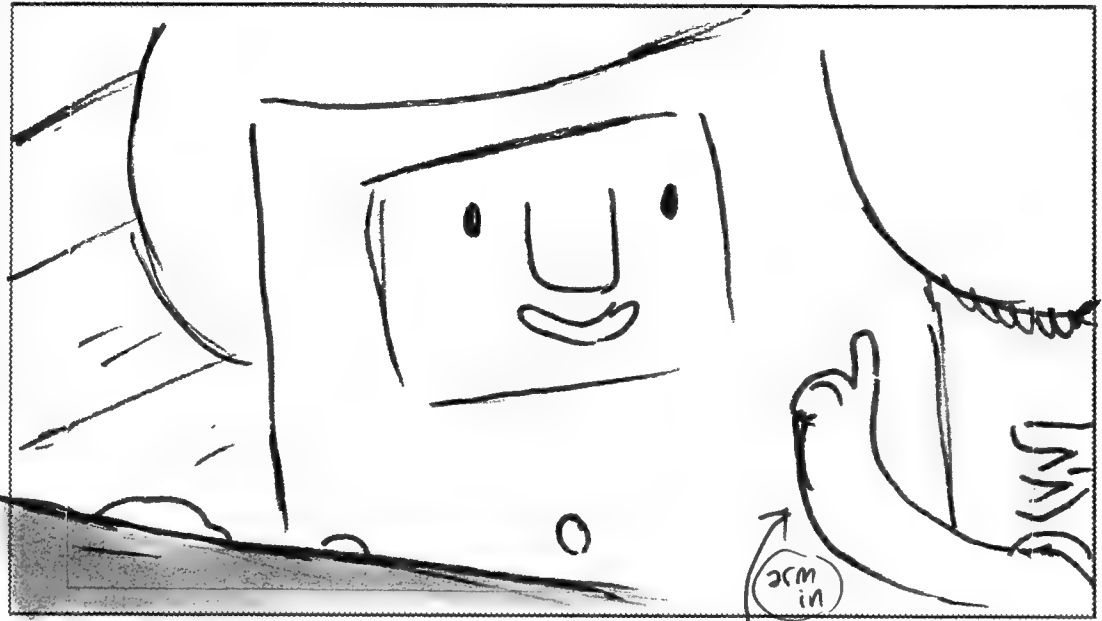
1034-224

Production :

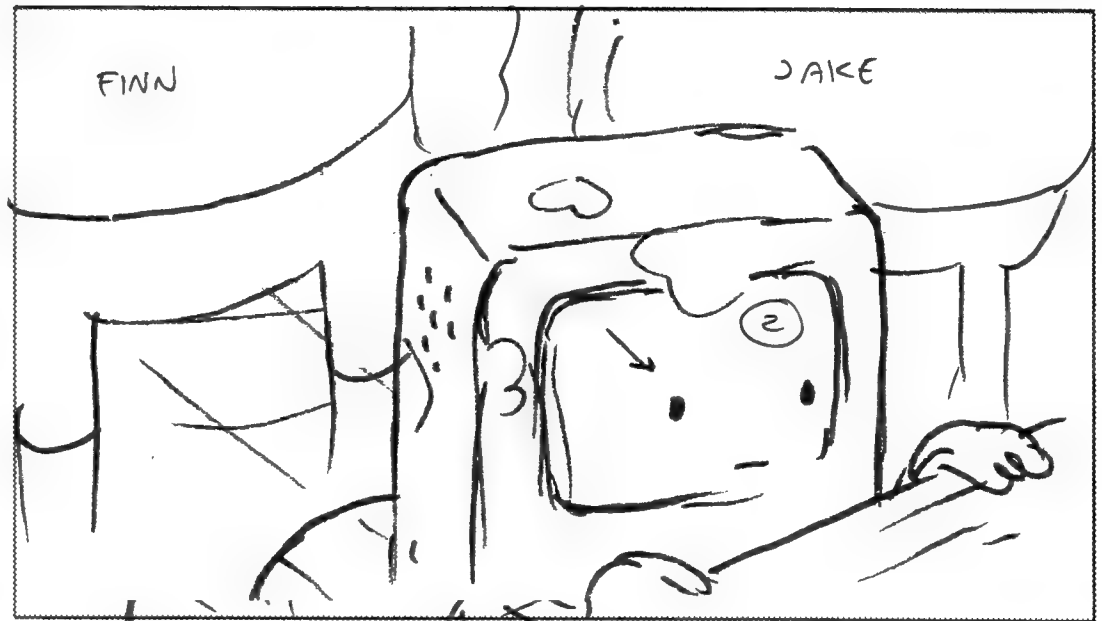
ADVENTURE TIME



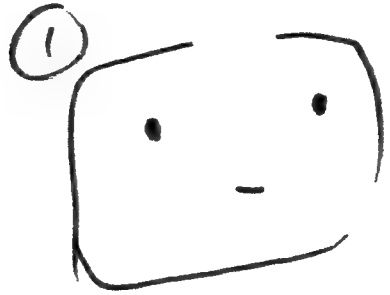
Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



| | | |
|---------|---|--|
| Dialog: | (MCE) NO - 2 special <u>SOLO</u> mission. | |
| Action: | | |
| Timing: | | |



1034-224

EPISODE #

Production :

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ADVENTURE TIME

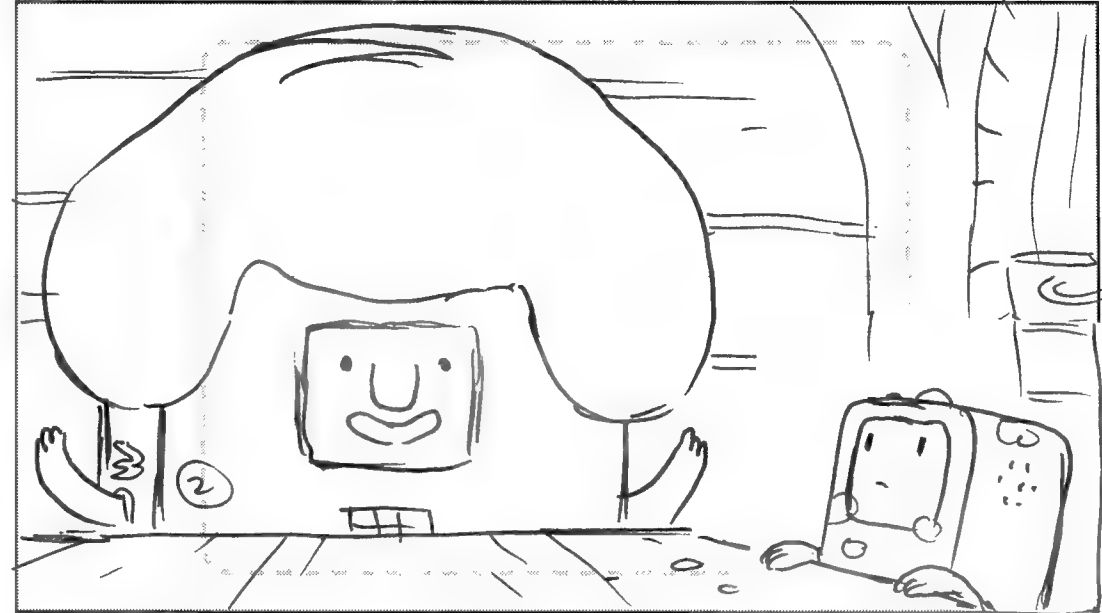


Page 40

Sc. 35 Pnl. B Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

BMO For Neptu?

MO ¹*chuckle* ²No -
³it's a special rite of passage I designed just for you BMO,

Action:

Timing:



1034-224

EPISODE #

Production :

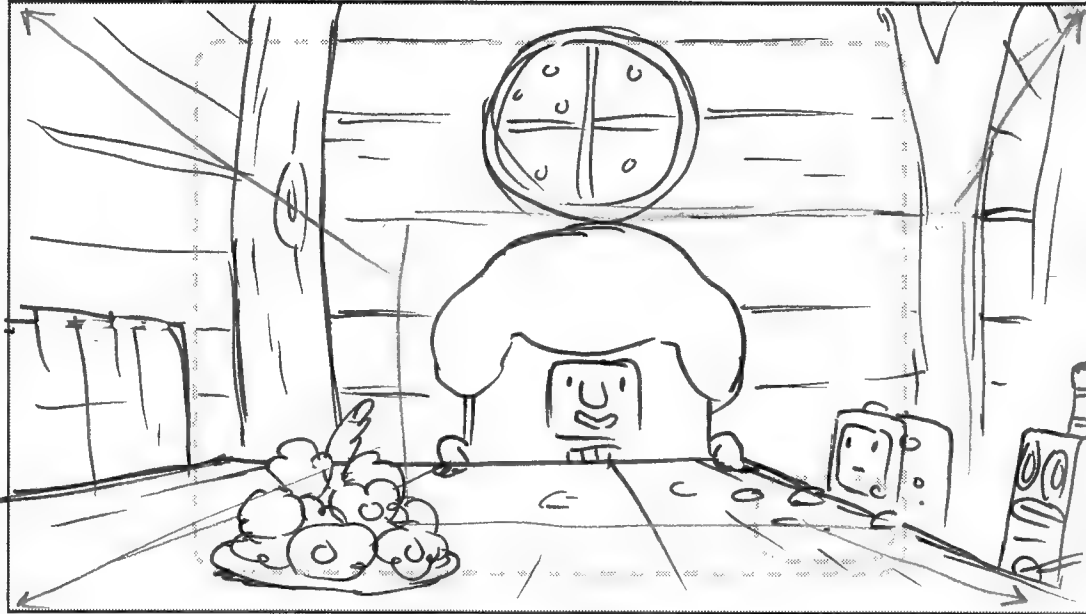
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ADVENTURE TIME

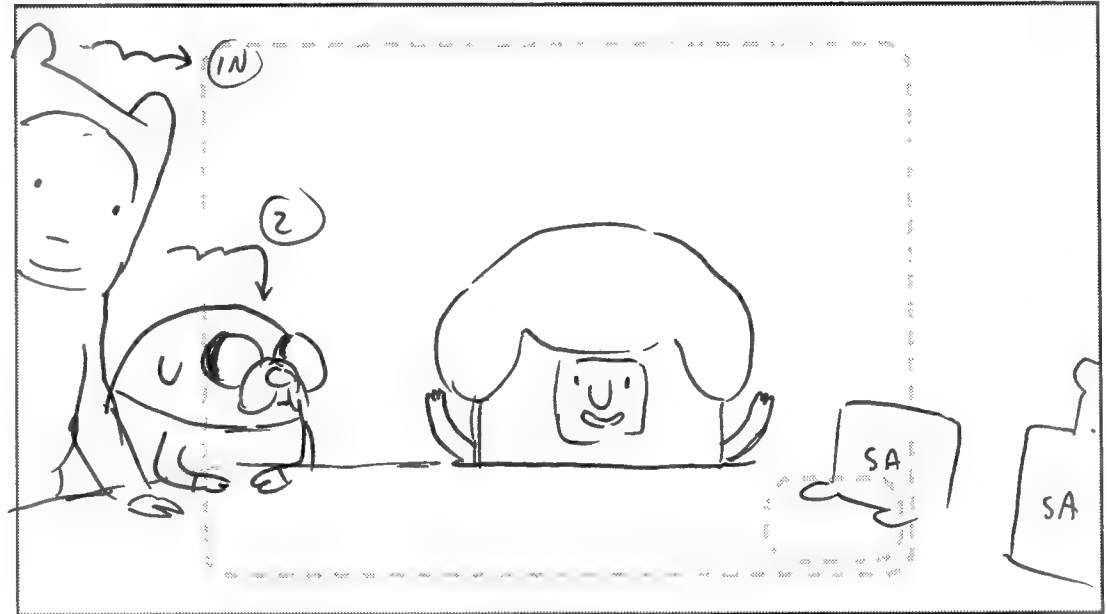


Page 41

Sc. 36 Pnl. B Bg. day night



Sc. 36 Pnl. C Bg. day night



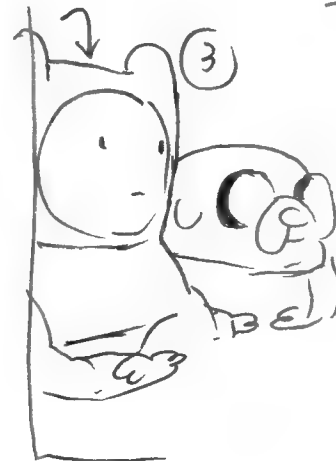
Dialog: MORE → A simple jaunt to the Moe factory & back, that's all, →

and then you'll be ...
A Grown-up!

Action:



Timing:



EPISODE #
1034-224

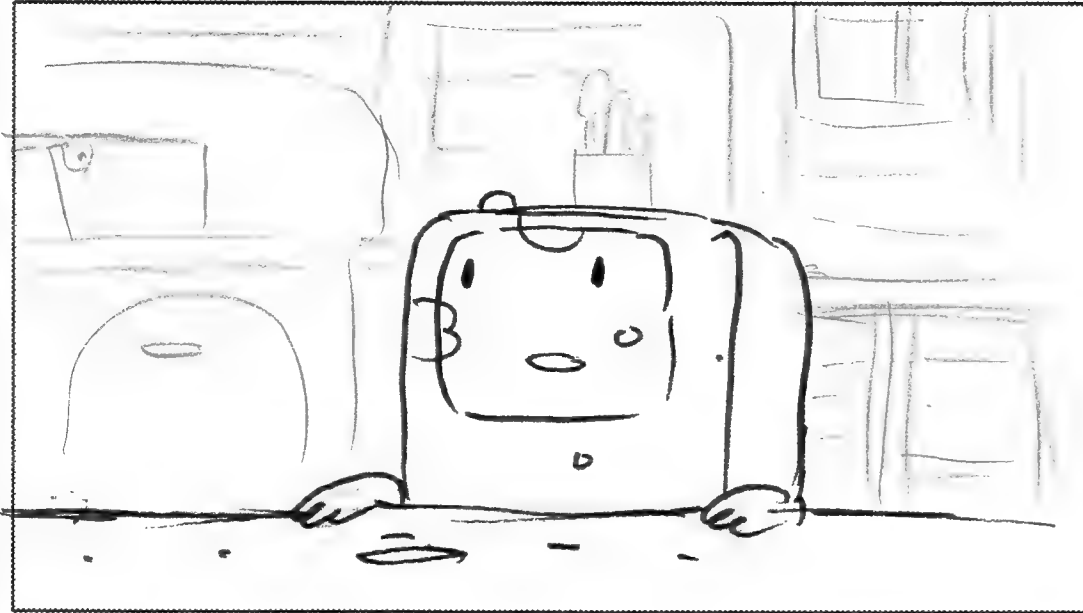
Production :

ADVENTURE TIME

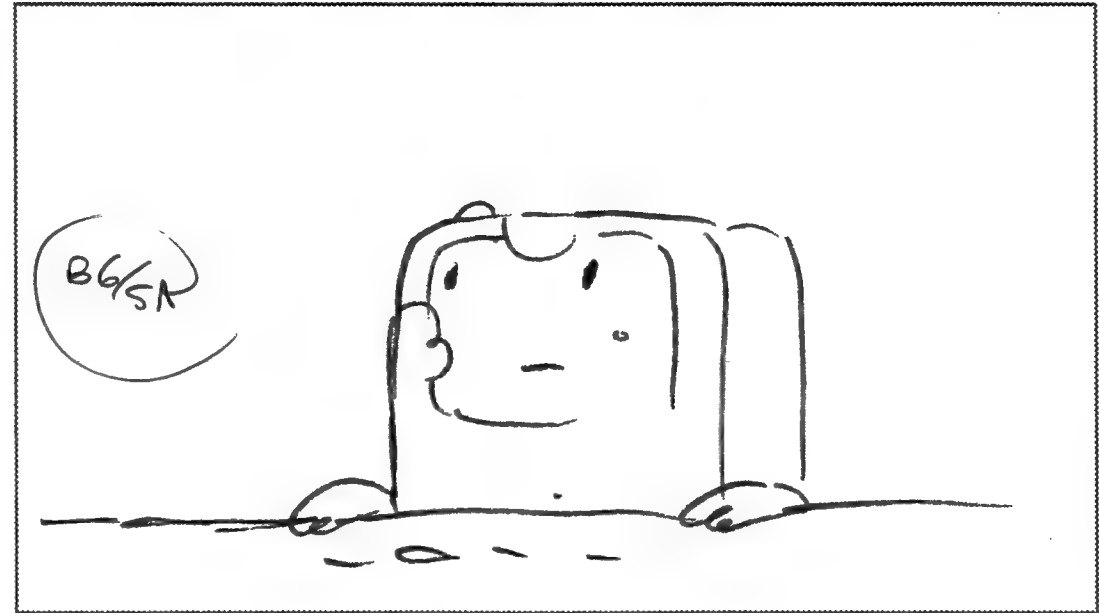


Page 42

Sc. 37 Pnl. A Bg. day night



Sc. 37 Pnl. B Bg. day night



Dialog:

(BMO) wow...

(MRE) (OS) it's tradition!

Action:

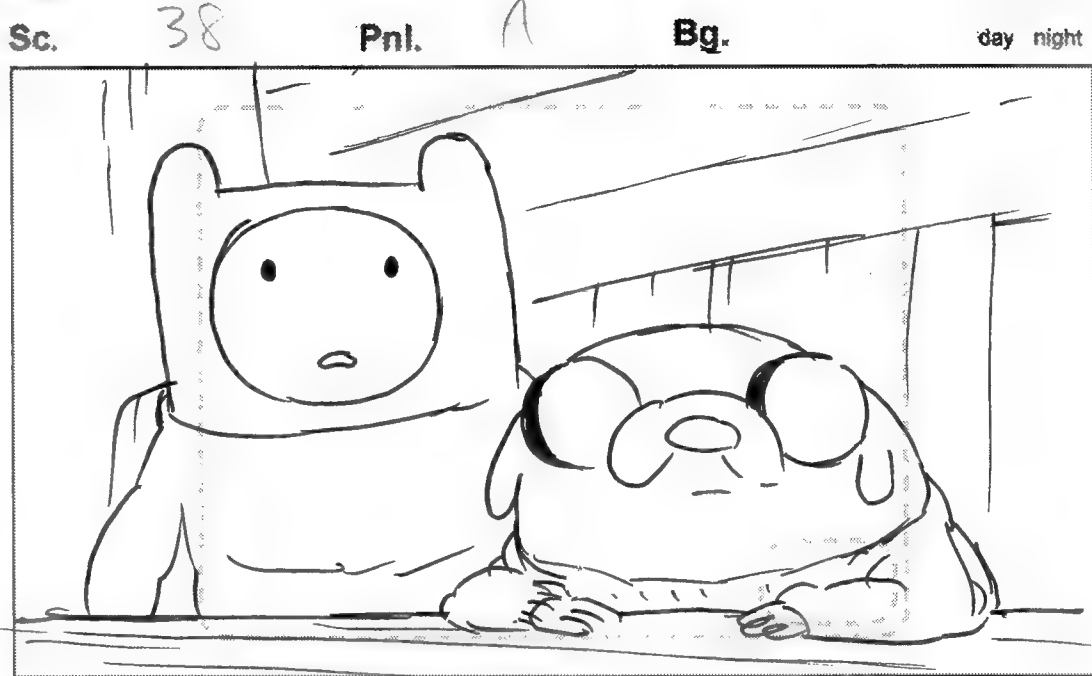
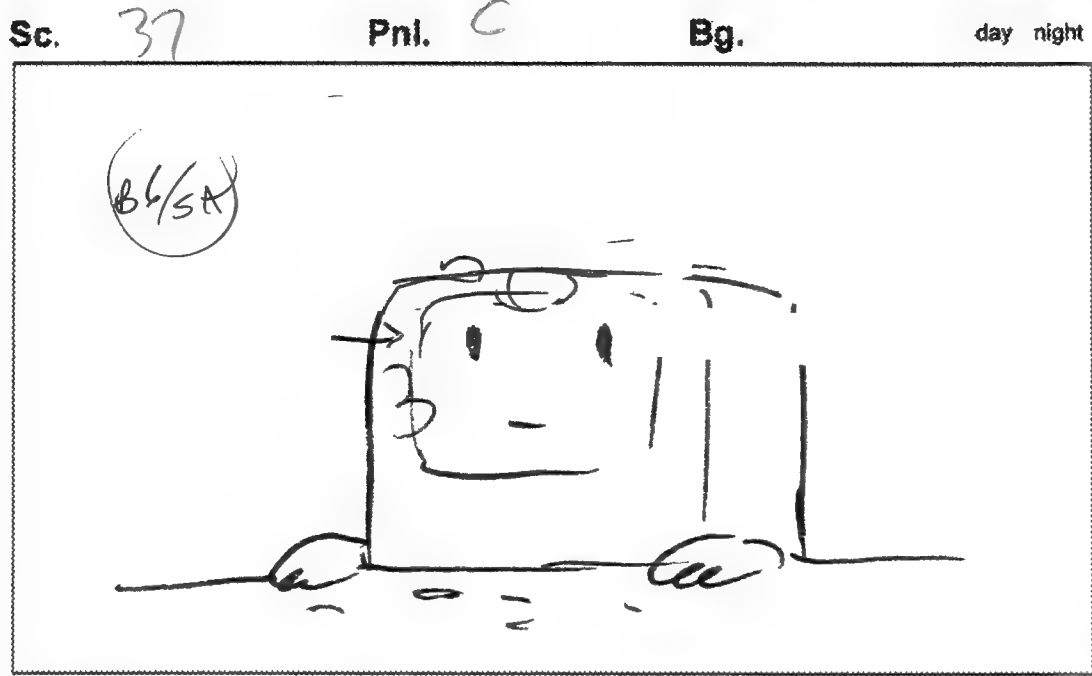
Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



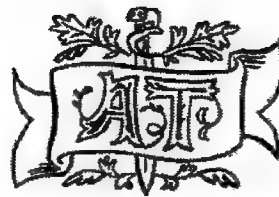
| | | |
|---------|---------------------------------------|--------------------------|
| Dialog: | (FUS) hm - I don't know ... | (F:) it sounds dangerous |
| Action: | | |
| Timing: | - BMO looks at Finn across the table. | |

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1034-224
EPISODE #
Production :

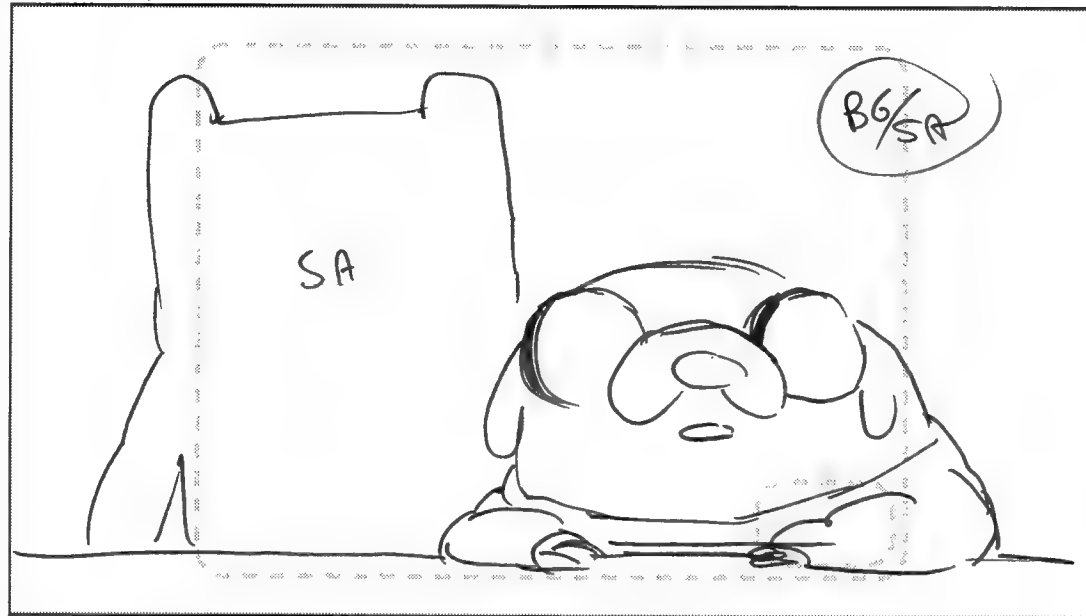
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ADVENTURE TIME

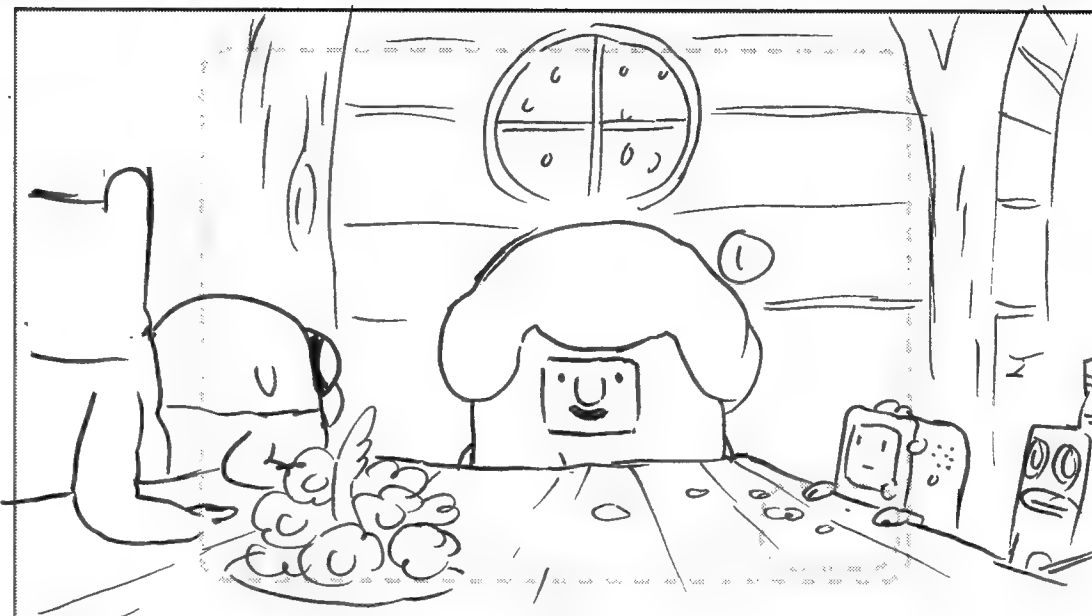


Page 44

Sc. 38 Pnl. B Bg. day night



Sc. 39 Pnl. A Bg. day night

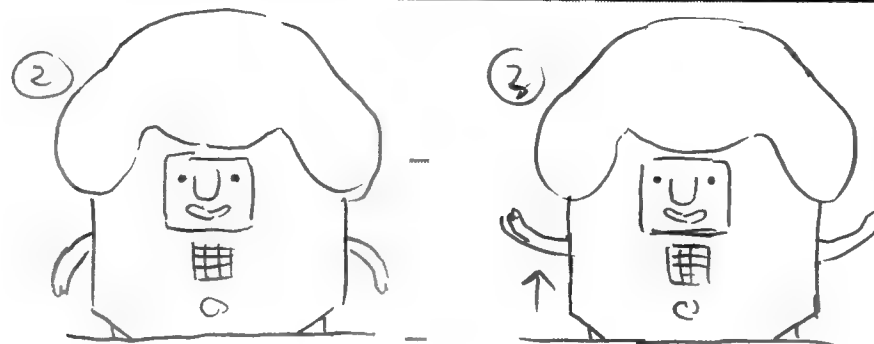


Dialog: (J:) Yeah- Bmo's like a baby almost.

(MOE) 1 Don't be silly -
2 Every other MO's done it -
3 Since forever!

Action: - MOE stands up in his excitement

Timing:



1034-224

EPISODE #

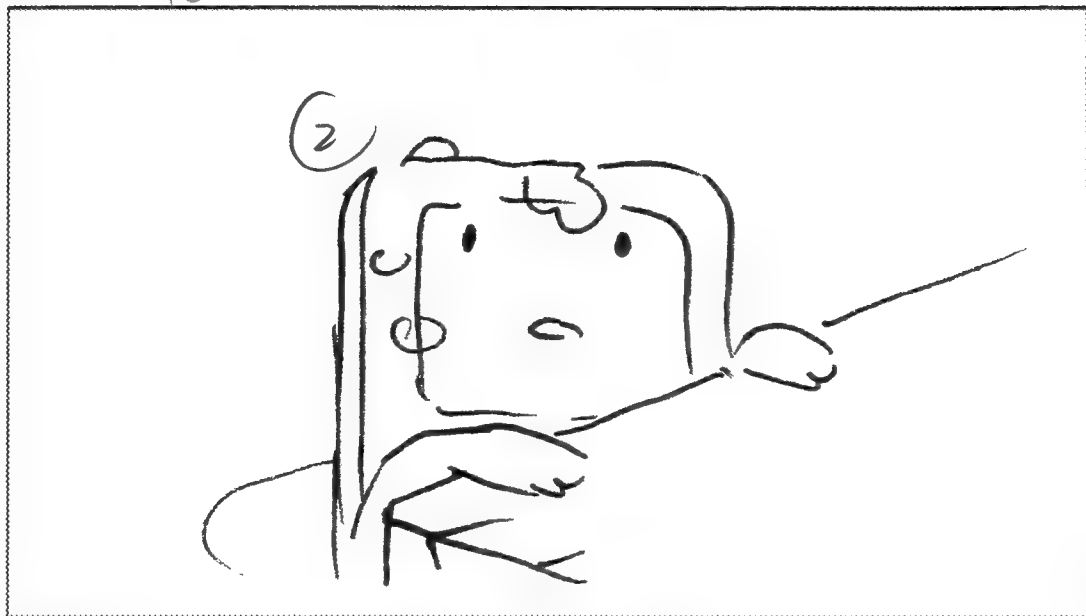
Production :

ADVENTURE TIME

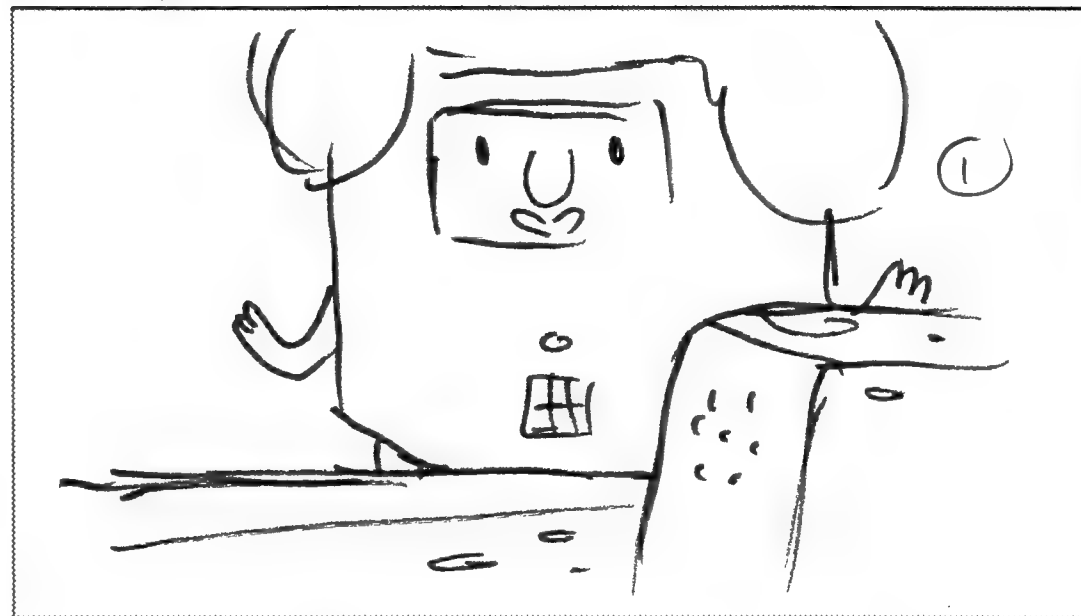




Page 45

Sc. 40 Pnl. A Bg. day night



Sc. 41 Pnl. A Bg. day night



| | | |
|---------|---|--|
| Dialog: | (BMO) ^① But... ^② won't I miss Finn & Joke. | (M) ^① Sure, but don't worry - ^② they'll be here when you get back. |
| Action: |  |  |
| Timing: | | |

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EPISODE #

Production :

ADVENTURE TIME



Page 46

Sc.

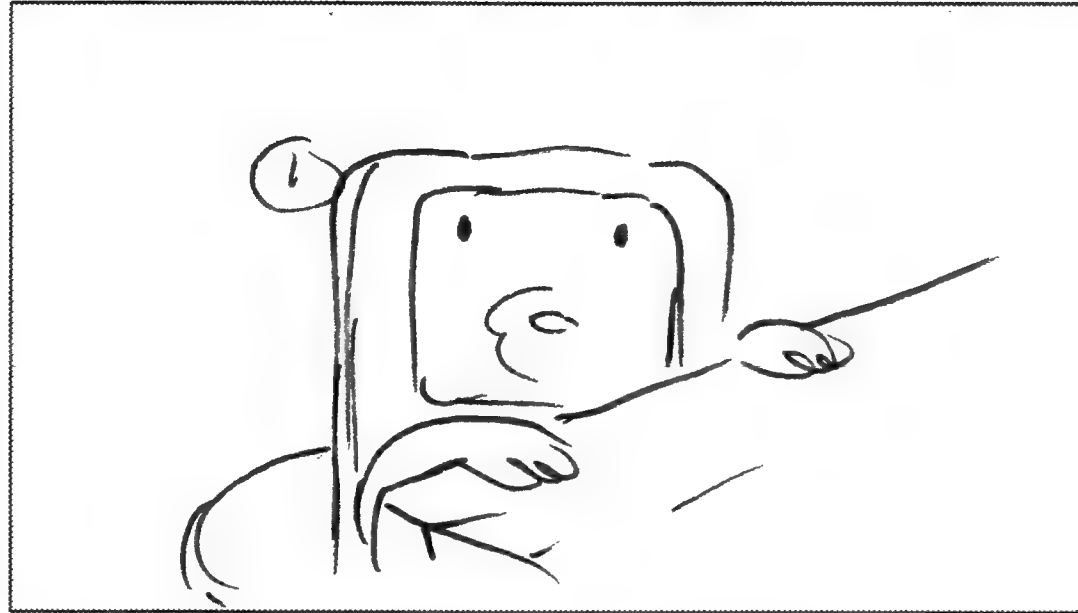
42

Pnl.

A

Bg.

day night



Sc.

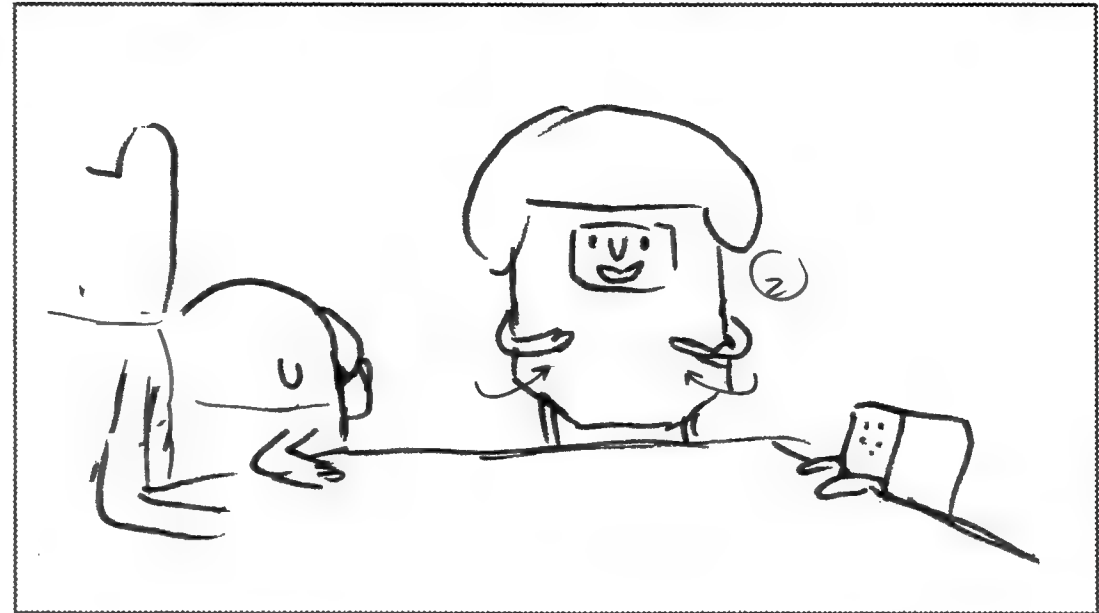
43

Pnl.

A

Bg.

day night



Dialog:

(BMO) ① But... won't Finn + Jake miss me?

Action:



Timing:

(MO) * chuckle *
No, that's the beauty of it -

② I'll be BMO while you're gone!



EPISODE #

1034-224

Production :

ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night

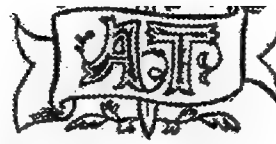
Sc. 44 Pnl. B Bg. day night

| | | |
|---------|--------------------|------------------|
| Dialog: | (MOOS) *CHUCKLING* | (NEPT) HOORAY! |
| Action: | | (MO) *Chuckling* |
| Timing: | | |

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1034-224
EPISODE #
Production :

ADVENTURE TIME



Page 48

Sc.

44

Pnl.

C

Bg.

day night

Sc.

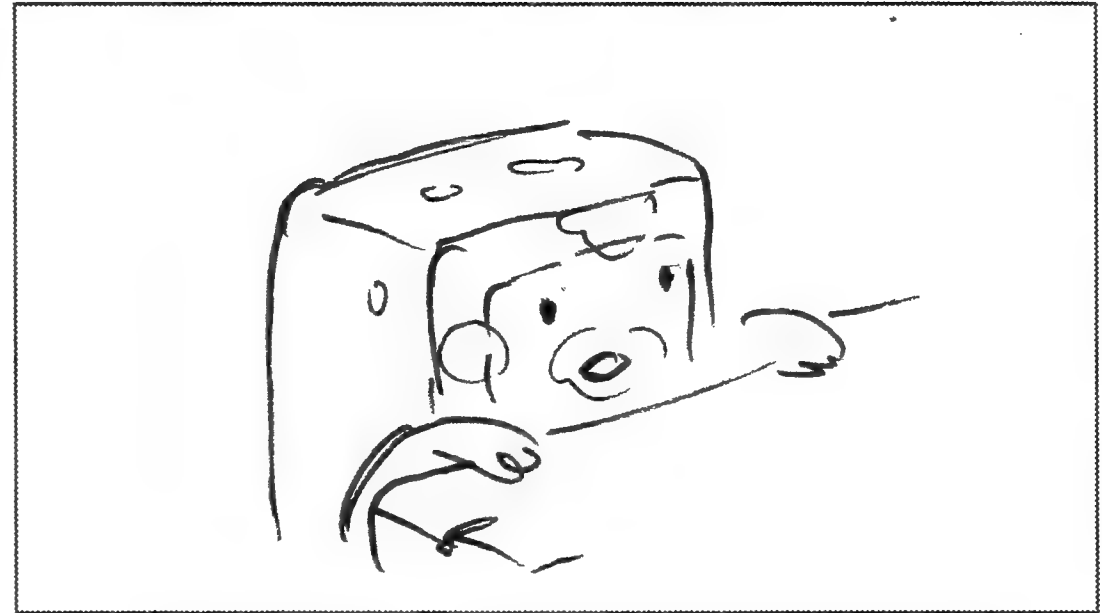
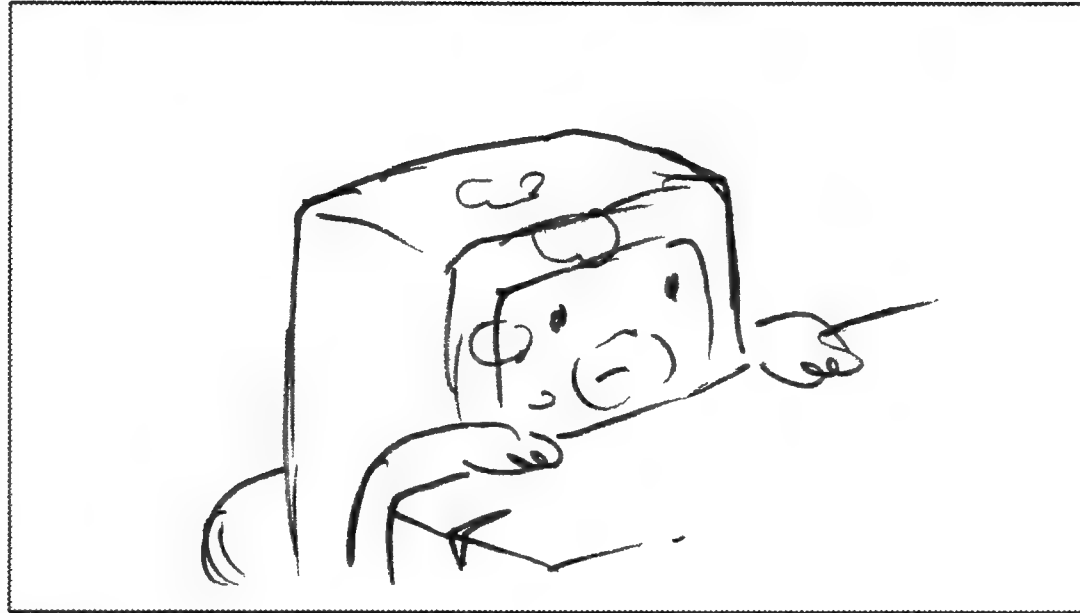
44

Pnl.

V

Bg.

day night



Dialog:

Nepr - chuckle
Mo - hooray (walks)

Nepr/moe : still chuckling (fading out)

BMO hooray?...

Action:

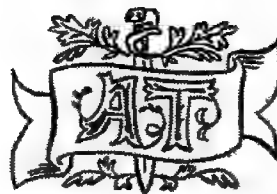
Timing:

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ADVENTURE TIME



Page 49

| Sc. | Pnl. | Bg. | day | night |
|-------------|------|-----|-----|-------|
| <p>WIPE</p> | | | | |

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| 45 | A | | | |
| | | | | |

Dialog:

Action:

- snow falls slowly + steadily

Timing:

EPISODE #

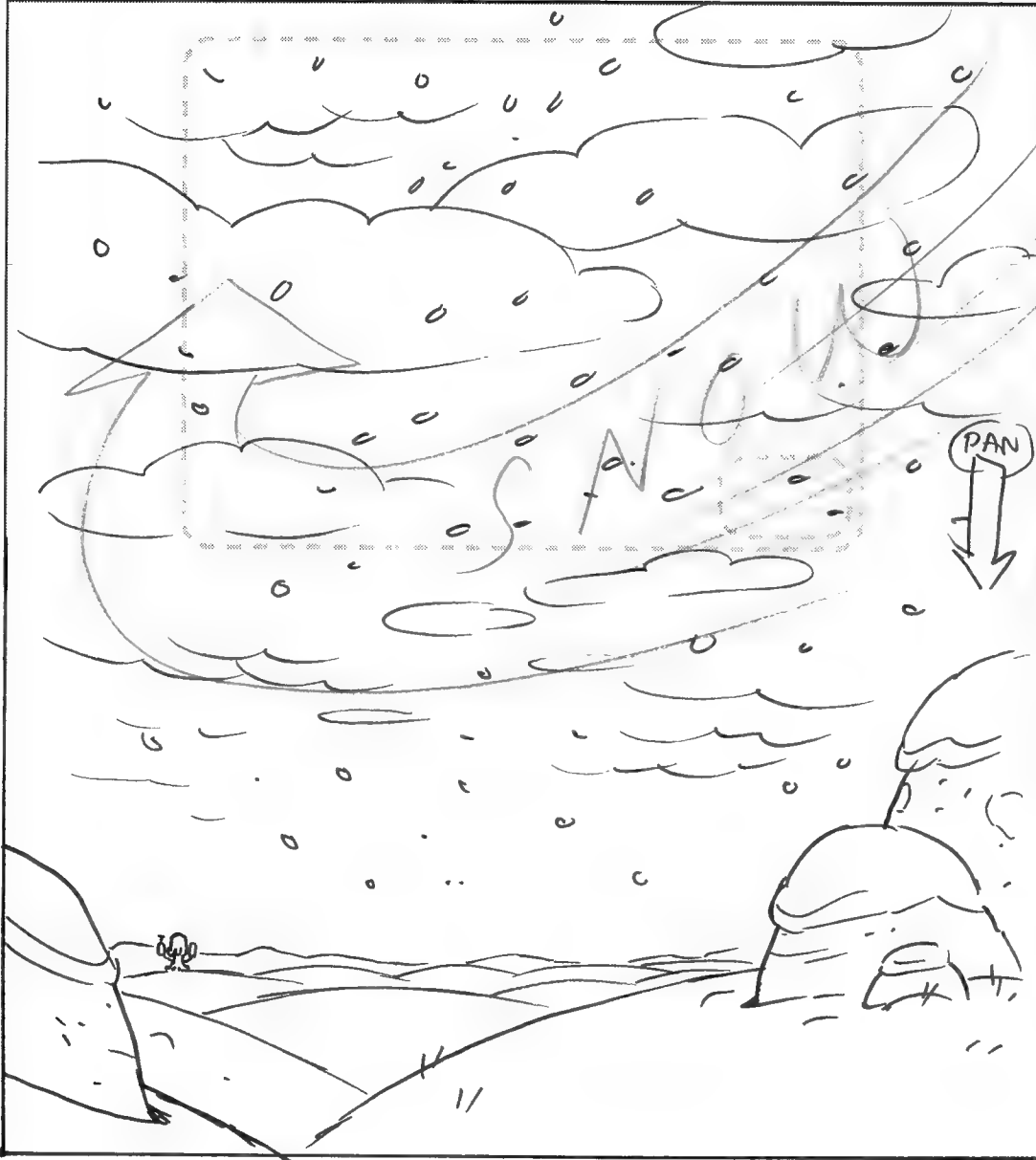
1034-224

Production :

ADVENTURE TIME



Sc. 45 Pnl. B Bg. day night



| | |
|---------|--------------------------------------|
| Dialog: | |
| Action: | - Gust of wind blows snow in a whirl |
| Timing: | |

EPISODE #

Production :

1034-224

ADVENTURE TIME

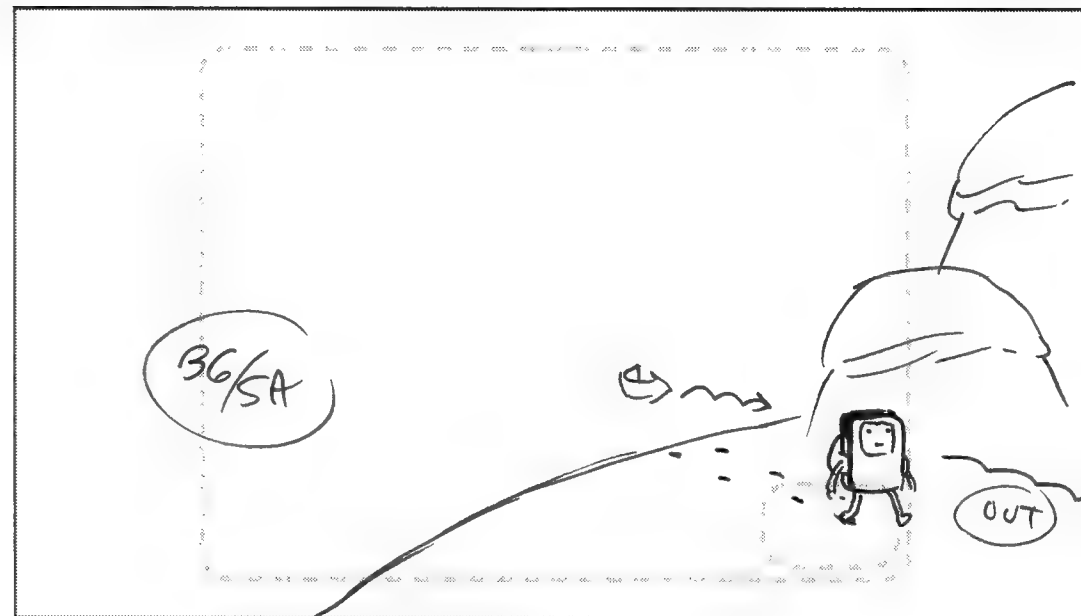


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Sc. 45 Pnl. C Bg. day night

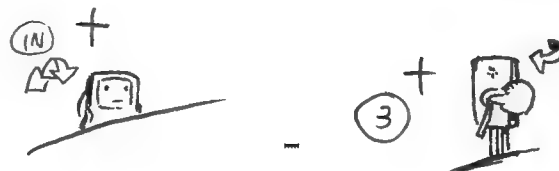


Sc. 45 Pnl. D Bg. day night



Dialog:

Action



Timin:

HOLD FOR A BEAT
ON (3)

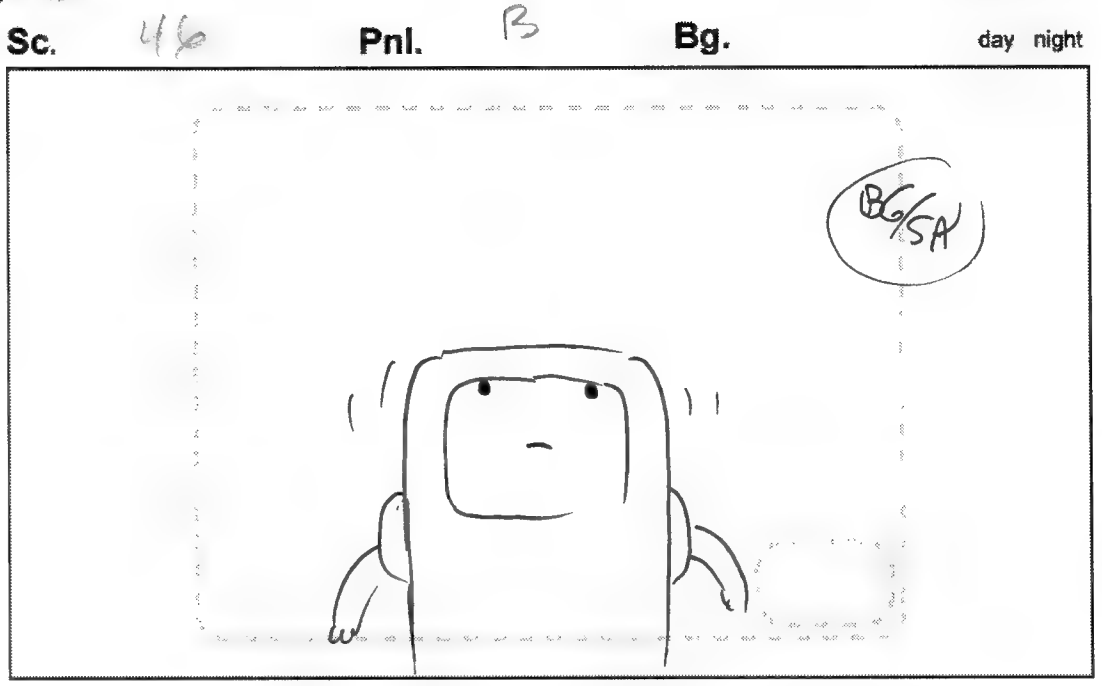
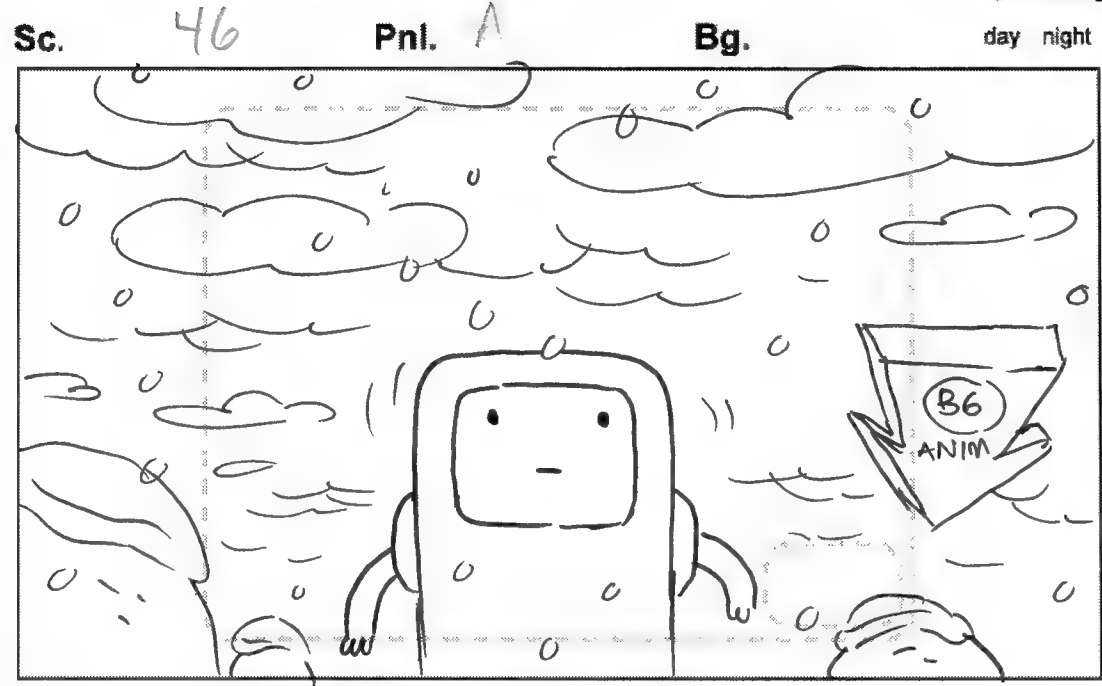
- Snow resumes slow steady falling
- BMO walks over the hill, leaving footprints in the snow

EPISODE # 1034-224

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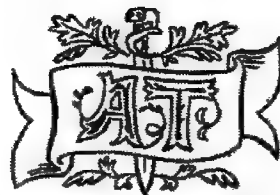
ADVENTURE TIME



| |
|--|
| Dialog: |
| Action: - BMO walks forward, BG recedes - BMO looks up at the sky as he's walking. |
| Timing: |

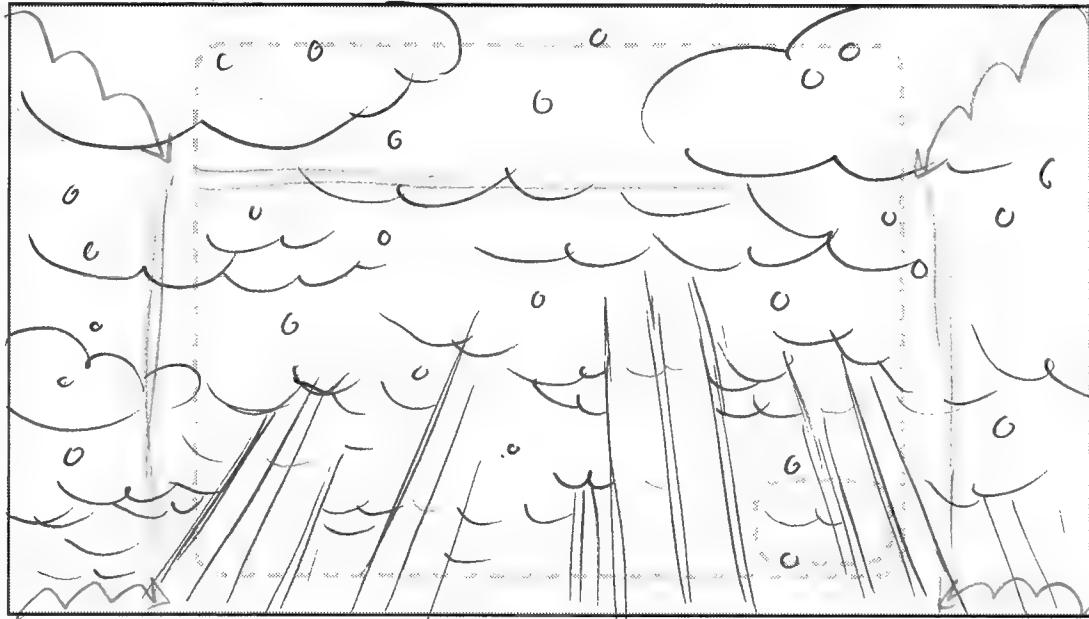
EPISODE # 1034-224
Production :

ADVENTURE TIME

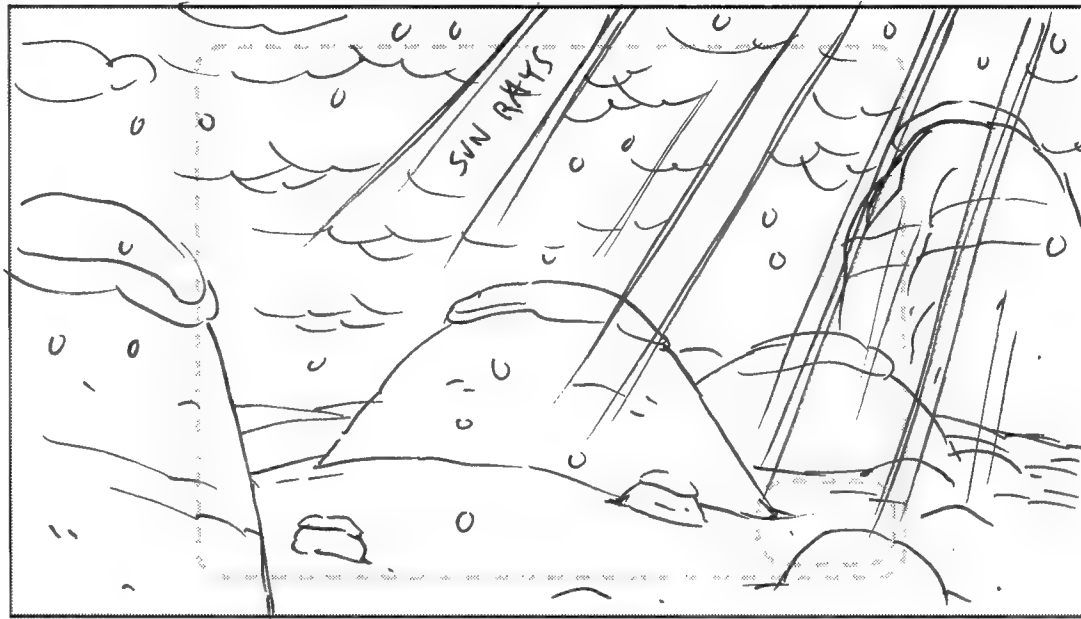


Page 53

Sc. 47 Pnl. A Bg. day night



Sc. 48 Pnl. A Bg. day night



| |
|---|
| Dialog: |
| Action: - Truck in on sunny clouds - Bounce mimics BMO's steps? |
| Timing: |

Production :

EPISODE #

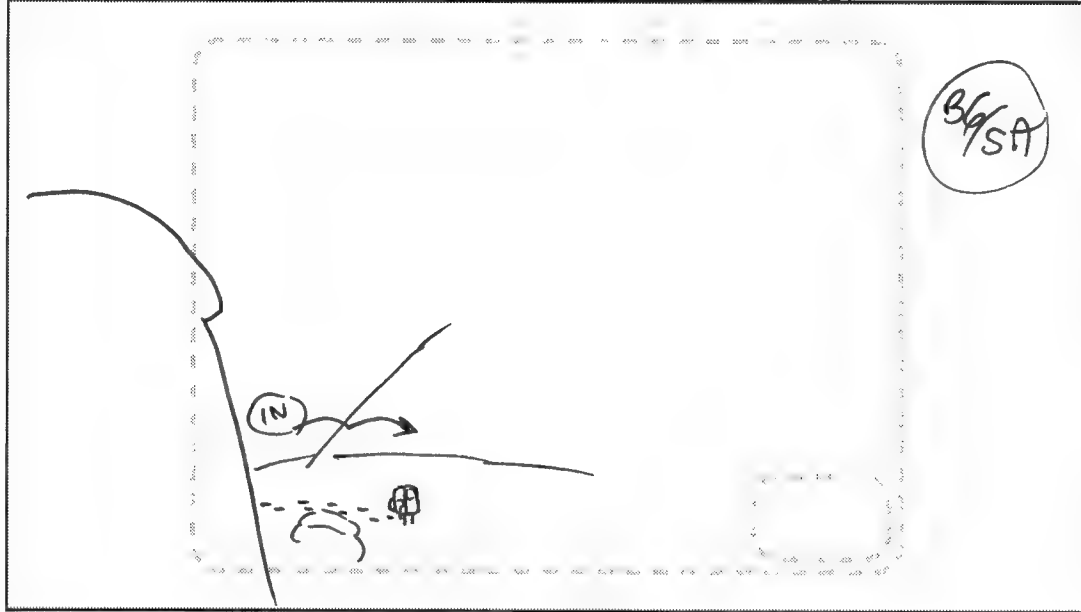
1034-224

ADVENTURE TIME

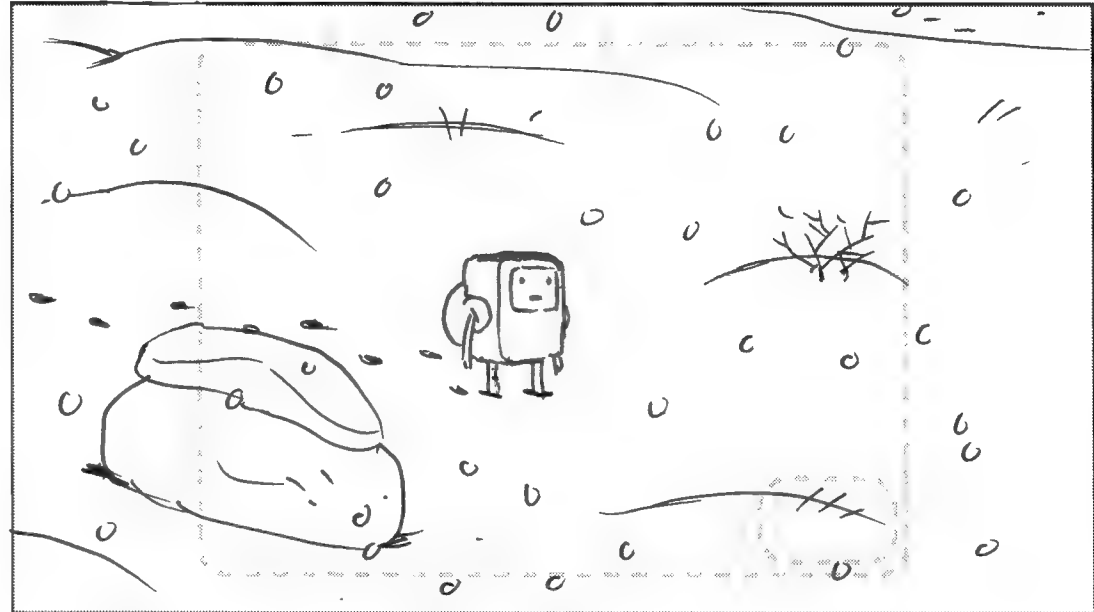


Page 54

Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:

Bmo: Air?

Action:

Timing:

EPISODE #

1034-224

Production :

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ADVENTURE TIME



Page

55

Sc.

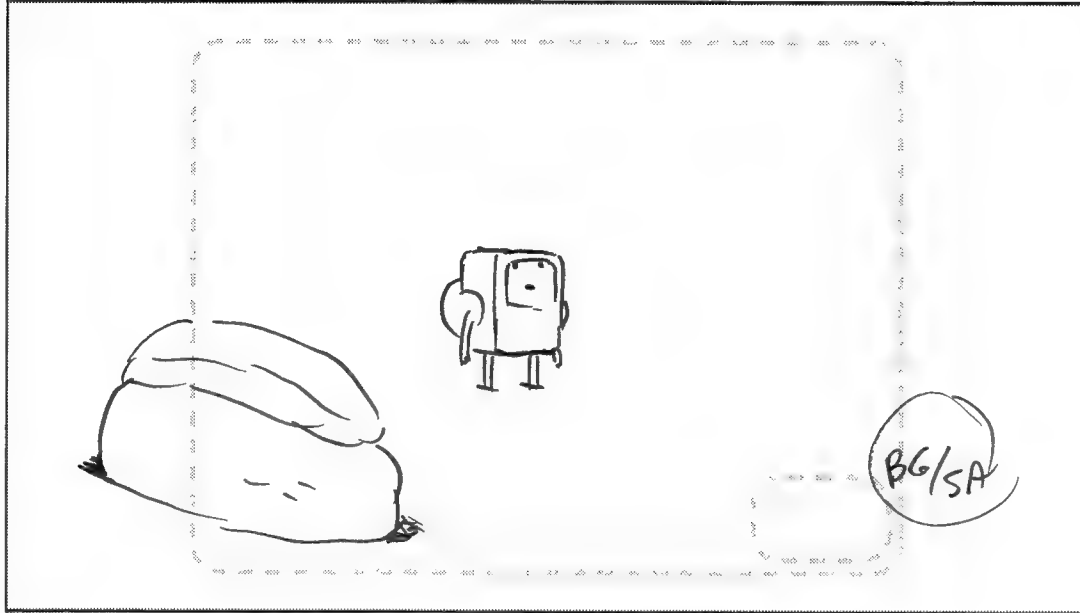
49

Pnl.

B

Bg.

day night



Sc.

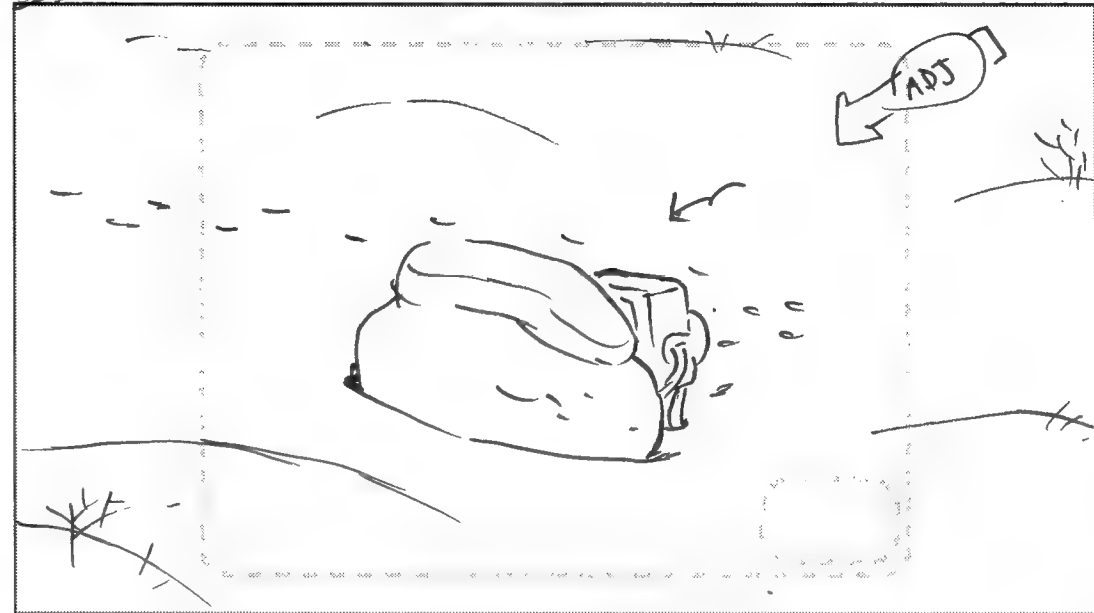
49

Pnl.

C

Bg.

day night



Dialog:

BMO: Are you there, Air?
It's me BMO.

Action:

Timing:

EPISODE #

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ADVENTURE TIME



Page 56

Sc.

49

Pnl.

D

Bg.

day night

Sc.

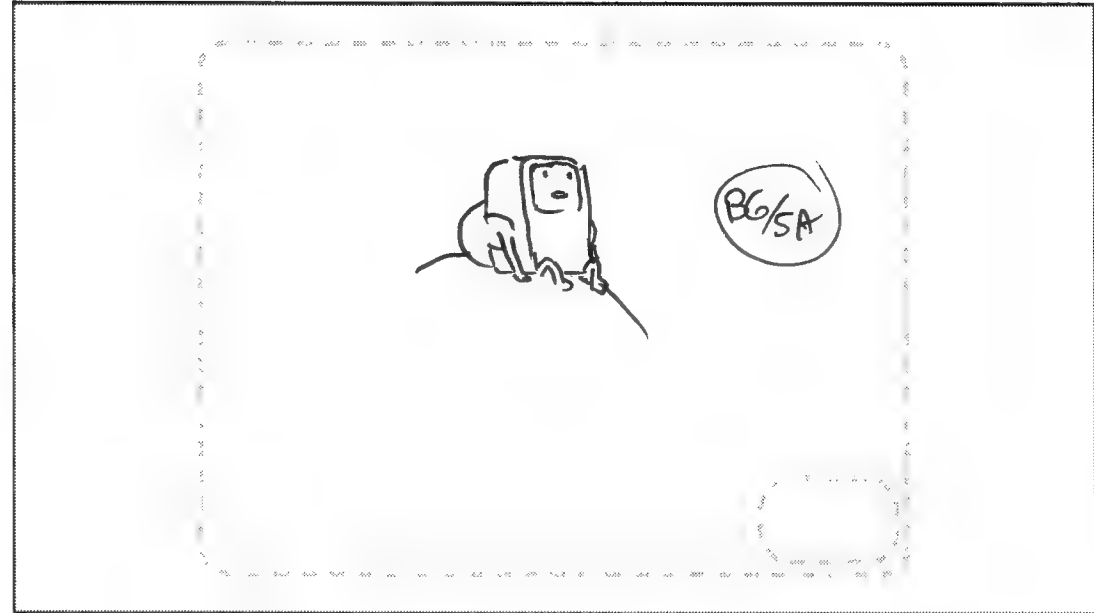
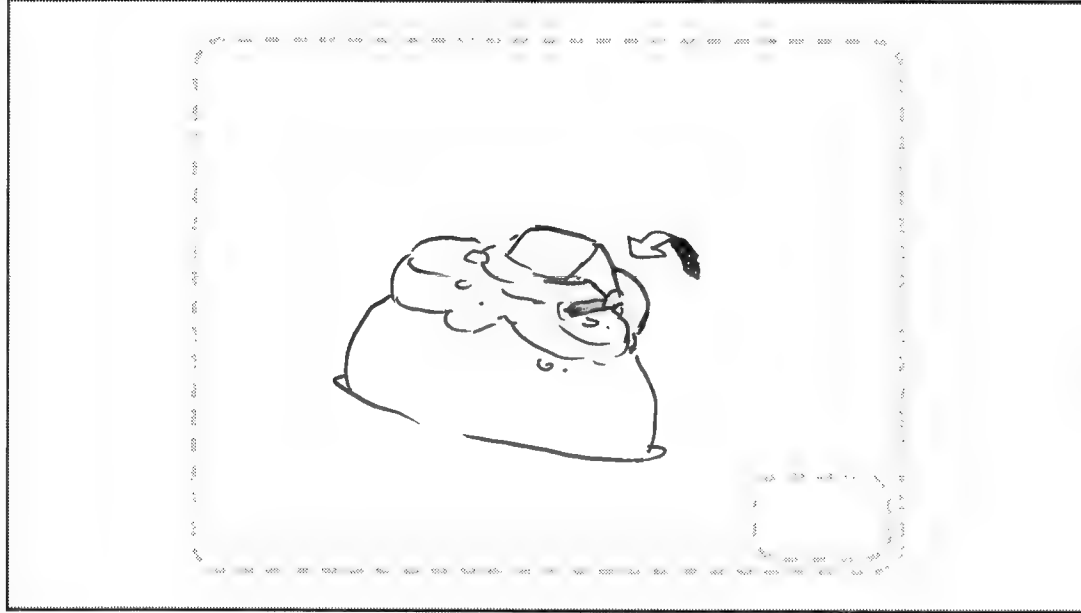
49

Pnl.

E

Bg.

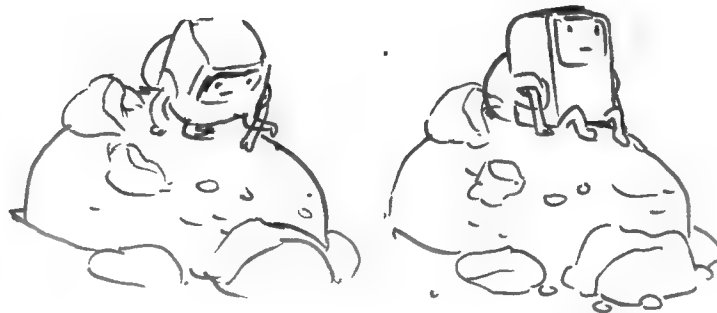
day night



Dialog:

(BMO) I know it's been a long time since we talked...

Action:



- BMO climbs on rock, pushing snow off

Timing:

EPISODE #

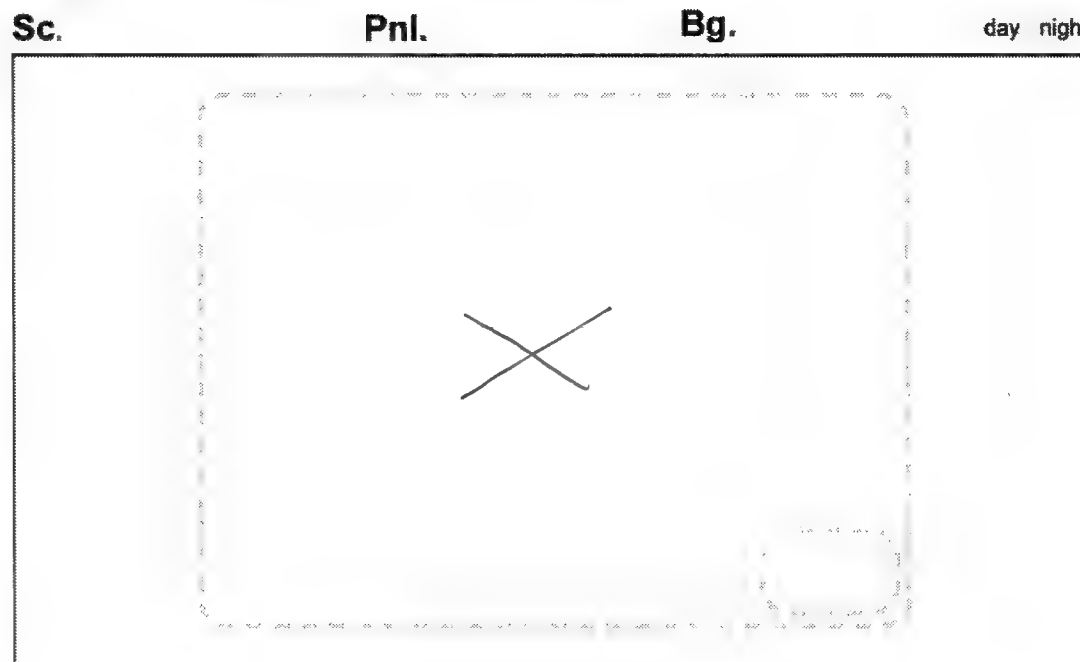
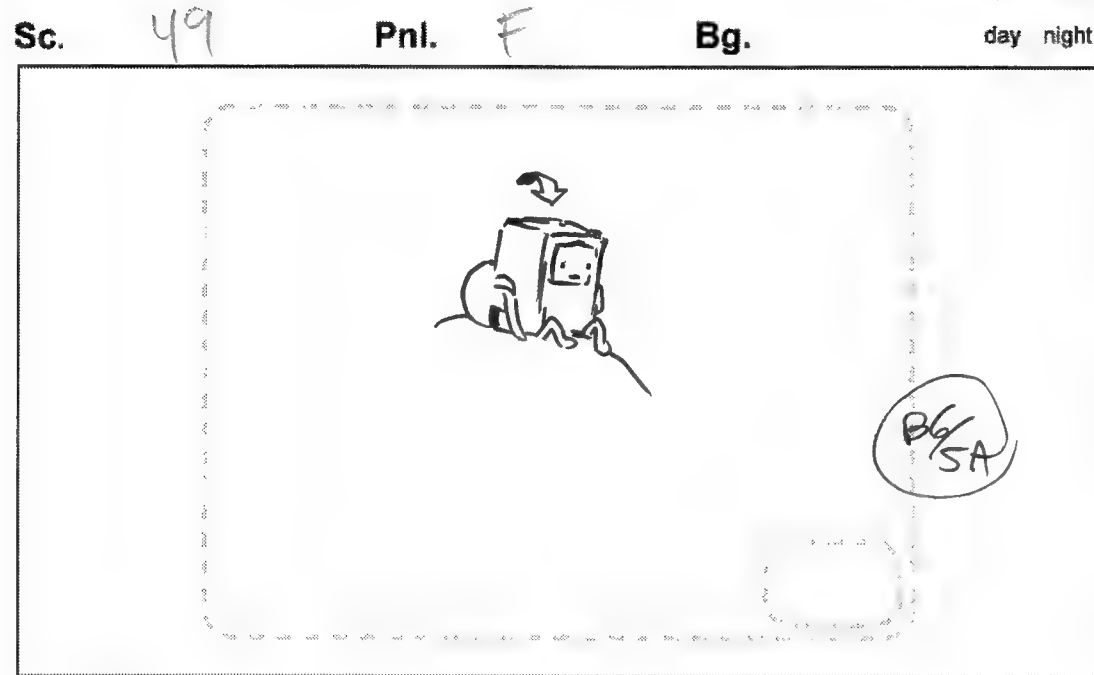
1034-224

Production :

ADVENTURE TIME



Page 57



| | |
|---------|--------------------------------|
| Dialog: | <u>(BMO) Sorry about that.</u> |
| Action: | |
| Timing: | |

Production :

EPISODE #

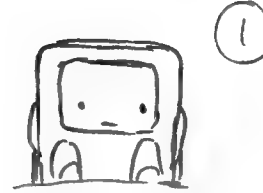
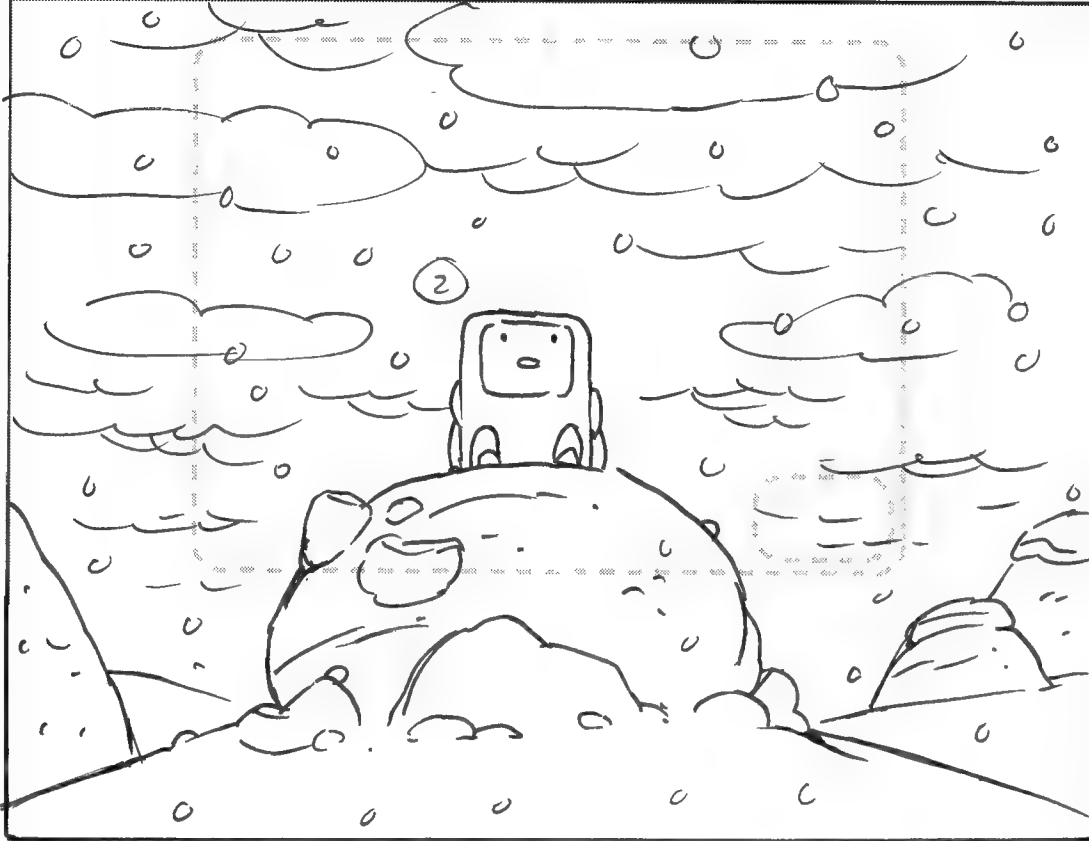
1034-224

ADVENTURE TIME



Page 58

Sc. 50 Pnl. A Bg. day night



Dialog:

BMO But, well maybe if you
don't wanna talk, you could
just listen.

Action:

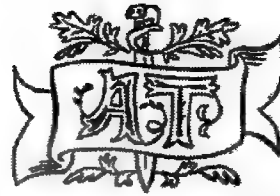
Timing:

EPISODE #

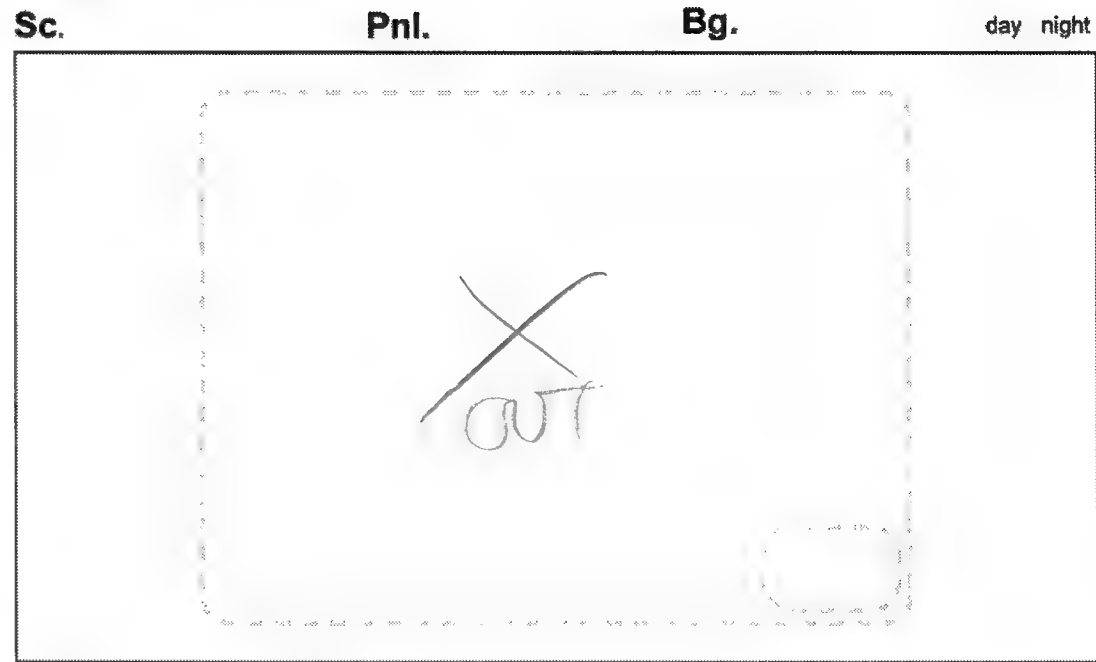
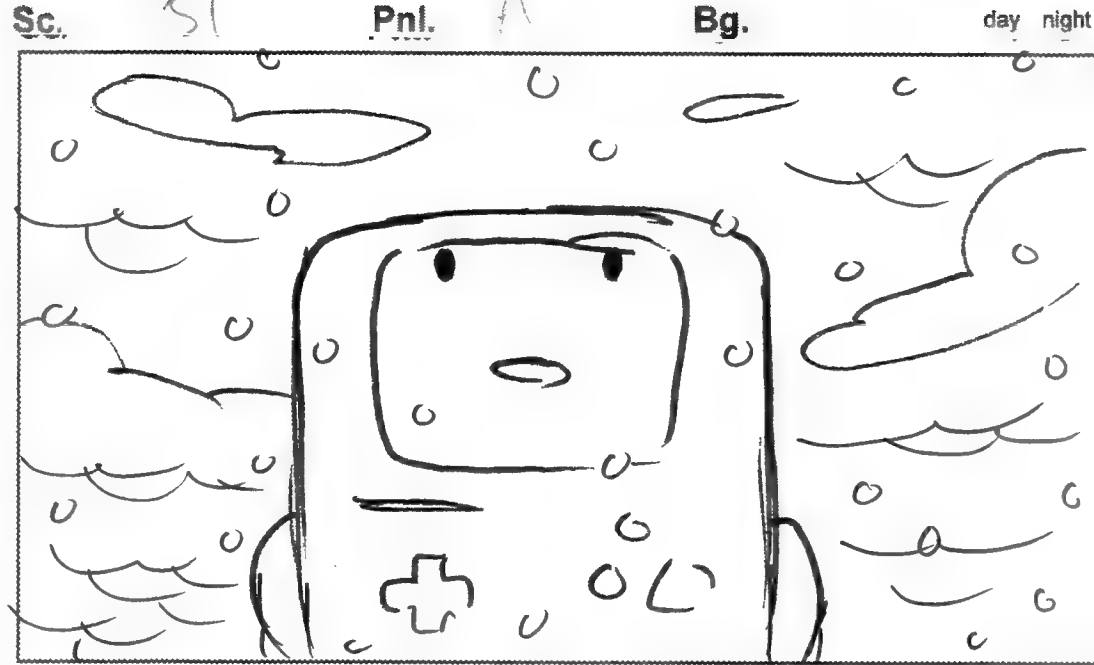
1034-224

Production :

ADVENTURE TIME



Page 59



Dialog: BMC Moe told me if I do
this thing, I'll be a
grown-up.

Action:

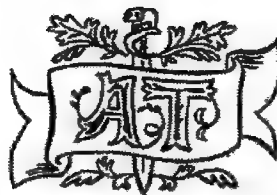
Timing:

EPISODE #

Production :

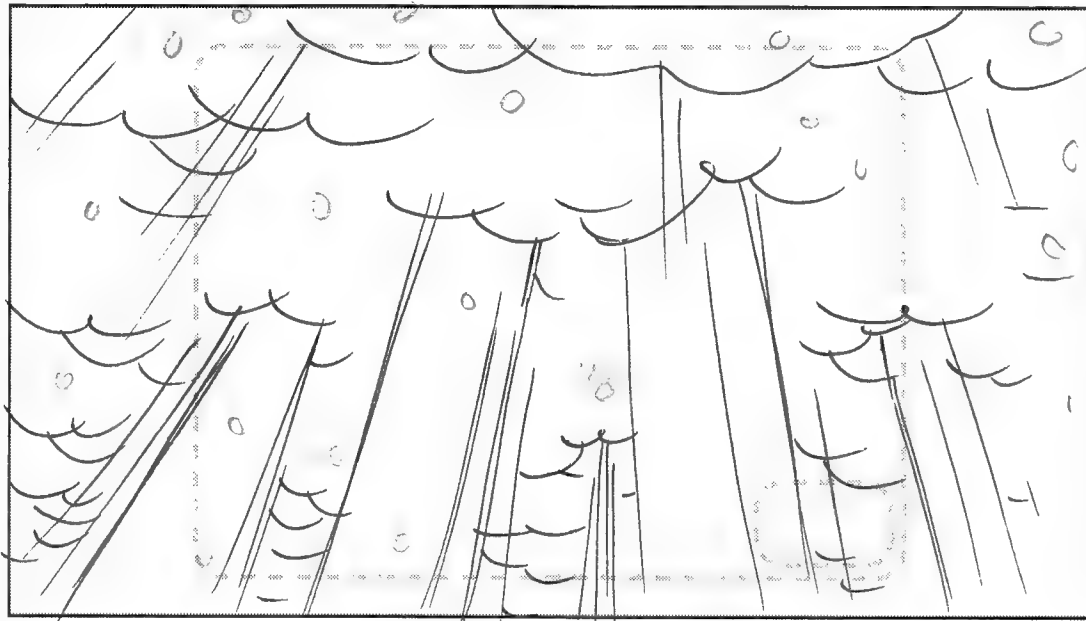
1034-224

ADVENTURE TIME

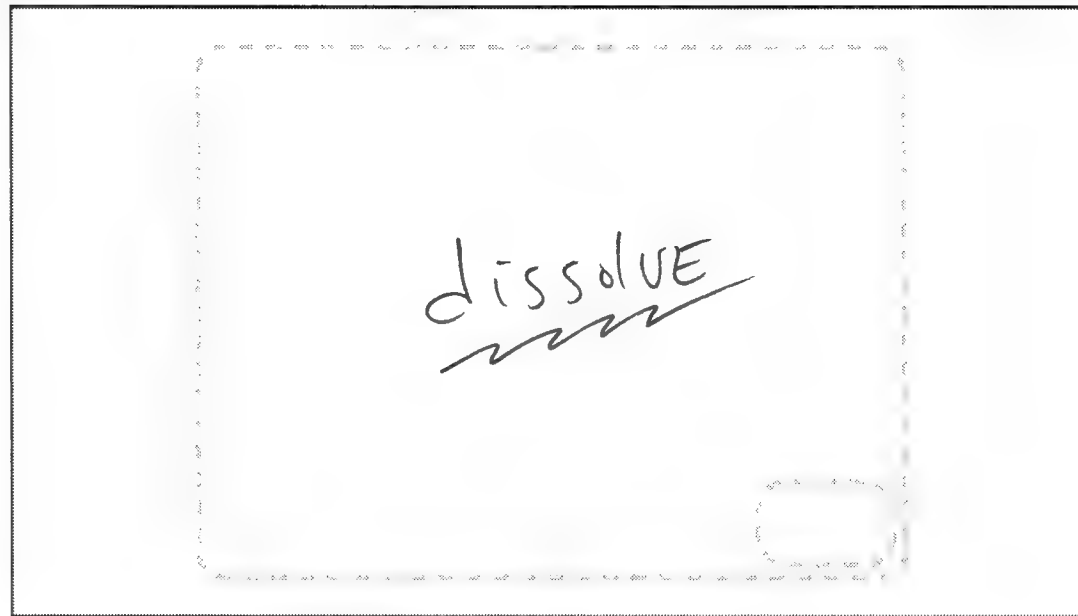


Page 60

Sc. 52 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: (BMO) → and that sounds cool!
I guess, like, →

(BMO) → if I was grown, then, →

Action: — rays shimmer gently

Timing:

EPISODE #

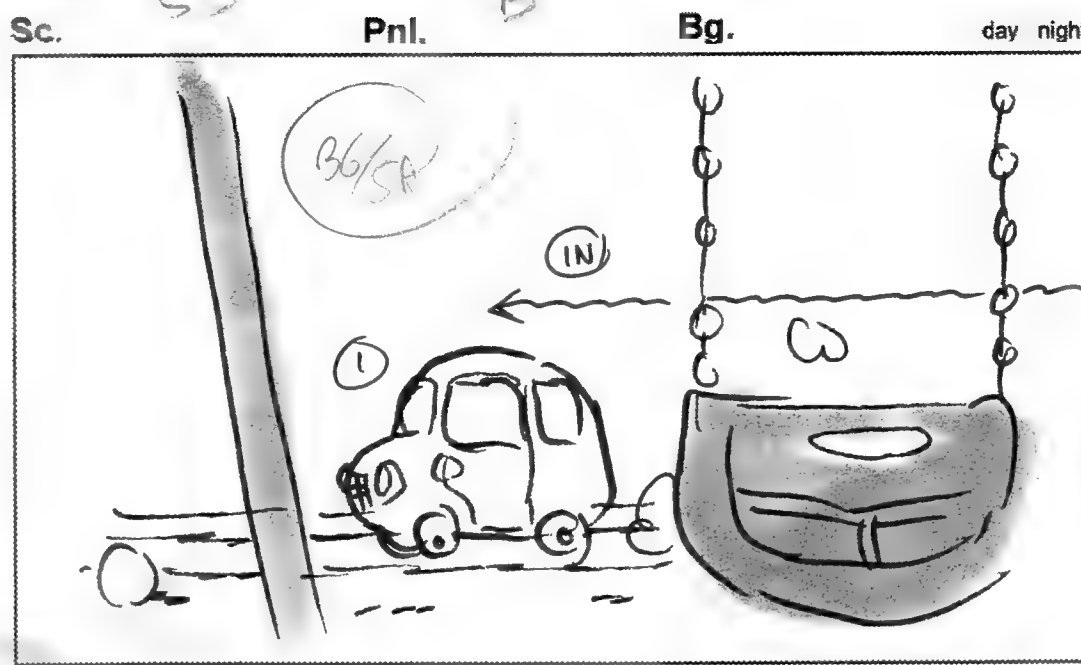
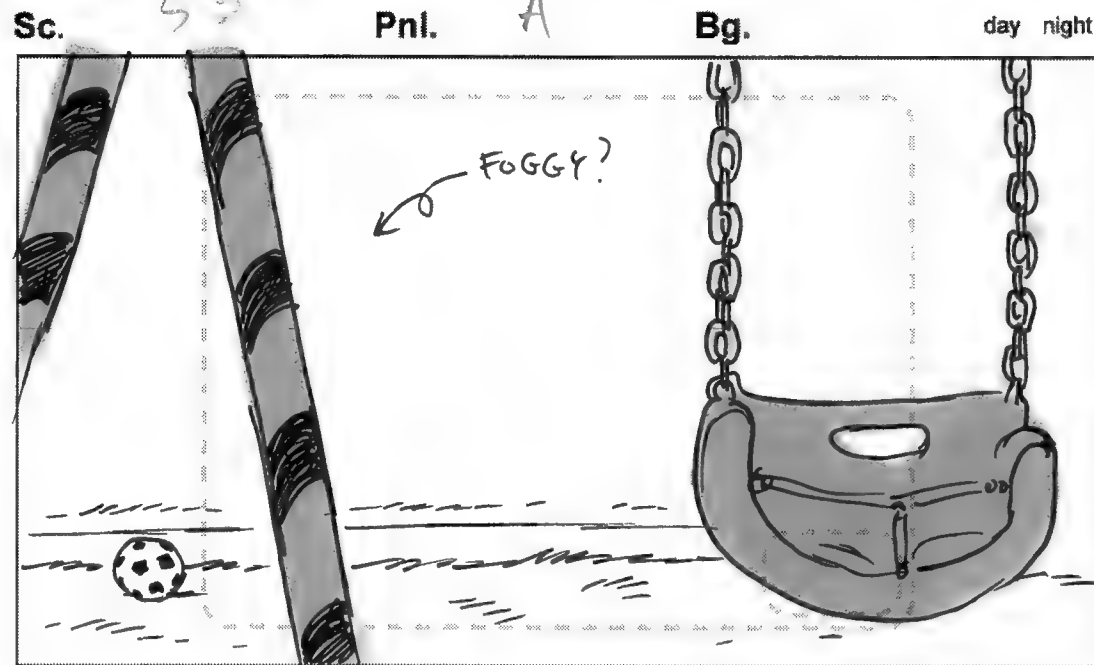
1034-224

Production :

ADVENTURE TIME



Page 61



Dialog:

BMO → I could drive to the playground all by myself, →

Action:

Timing:



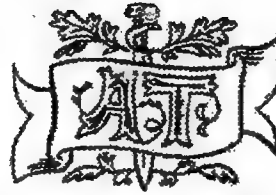
- Car drives in
- ADULT BMO gets out of car

1034-224

EPISODE #

Production :

ADVENTURE TIME



62

Page _____

Sc. Pnl. Bg. day night

X
Dissolve

Sc. 54 Pnl. A Bg. day night

| | |
|---------|--|
| Dialog: | <p style="font-size: 1.5em;">(BMO) (vo) → and.. I could buy my own pacifiers at the store... If I was grown.</p> |
| Action: | <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>①</p> </div> <div style="text-align: center;"> <p>③</p> </div> <div style="border: 1px solid black; padding: 5px; font-size: 0.8em;"> - BMO inspects product from shelf. </div> </div> |
| Timing: | |

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EPISODE #

Production :

ADVENTURE TIME



Page 63

Sc.

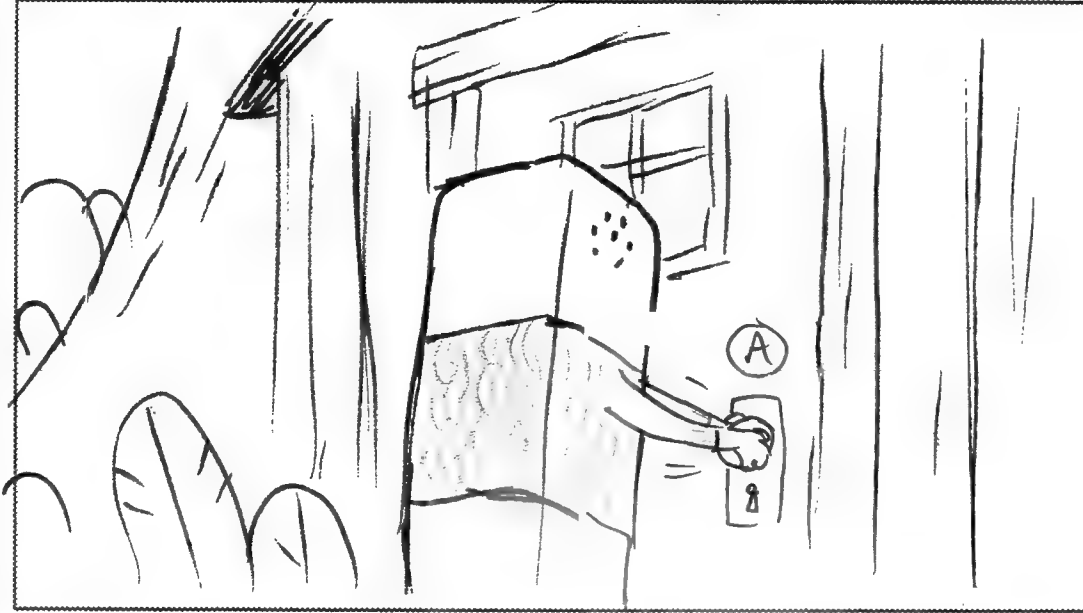
55

Pnl.

A

Bg.

day night



Sc.

55

Pnl.

B

Bg.

day night



Dialog:

(SFX:) = rattle =
rattle =

(BMO) ^{VO} But then..
if I change..
will Finn and
Jake still love
me?

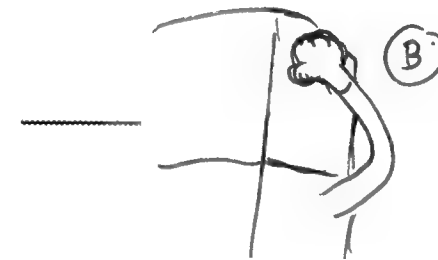
(SFX:) = BAM BAM =

Action:



Timing:

BMO tries to
open locked
door.



- BMO bangs
on locked
door.

EPISODE # 1034-224

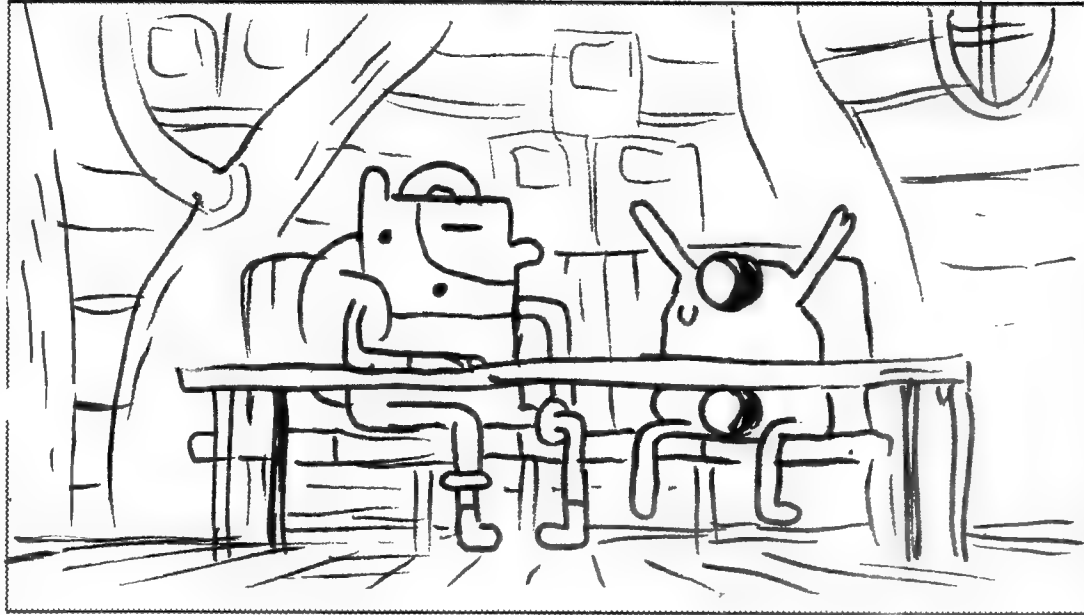
Production :

ADVENTURE TIME

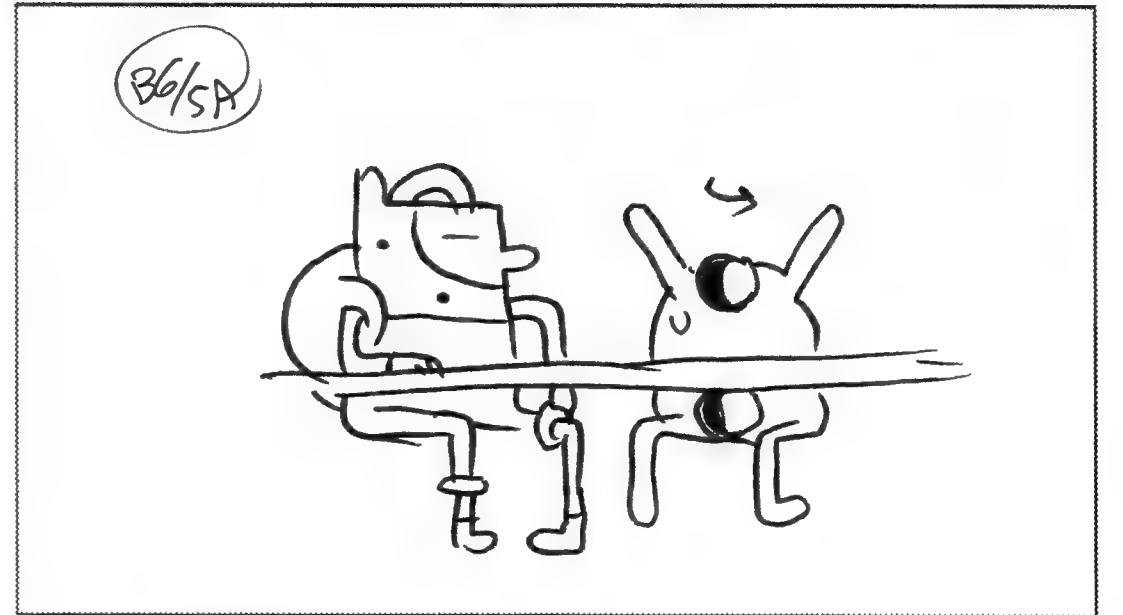


64
Page _____

Sc. 56 Pnl. A Bg. day night



Sc. 56 Pnl. B Bg. day night



| | |
|--|--|
| <p>Dialog:</p> <p>(SFX): = BAM = = BAM =</p> <p>Action:</p> <p>Timing:</p> | <p>(BMO) Will I still love them?</p> <p>- Weird Jake looks toward banging sound.</p> |
|--|--|

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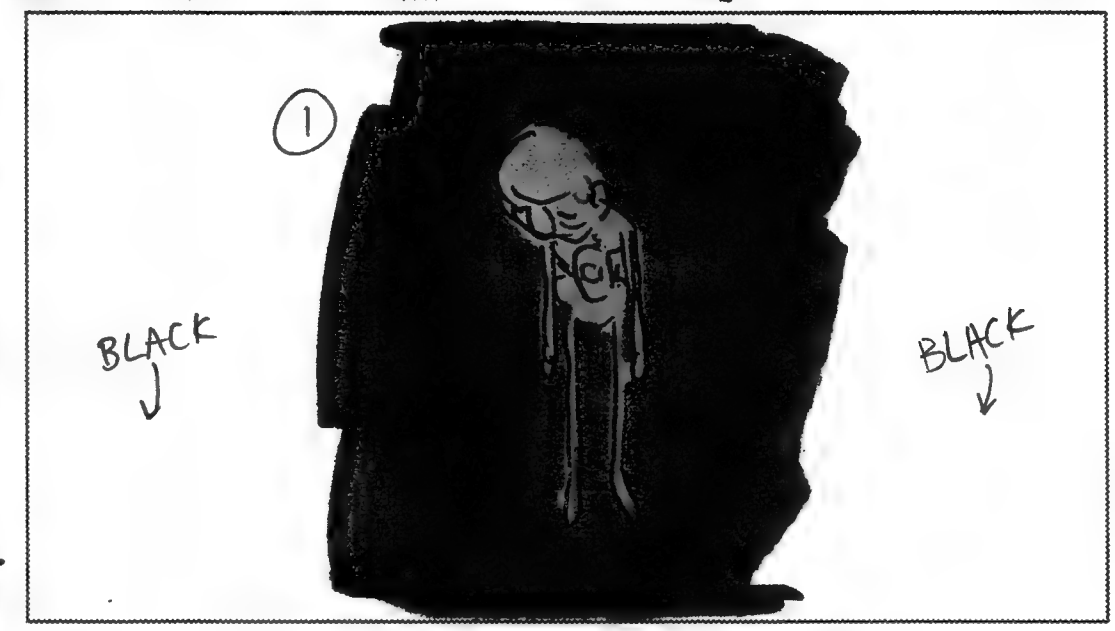


Page 65

Sc. 57 Pnl. A Bg. day night



Sc. 57 Pnl. B Bg. day night



| | | | |
|---------|---|---|--|
| Dialog: | <p>(BMO) Moe changed to a new body...</p> | <p>- Moe slumps, dead. - Moe fades away into blackness.</p> | |
| Action: | | | |
| Timing: | | | |

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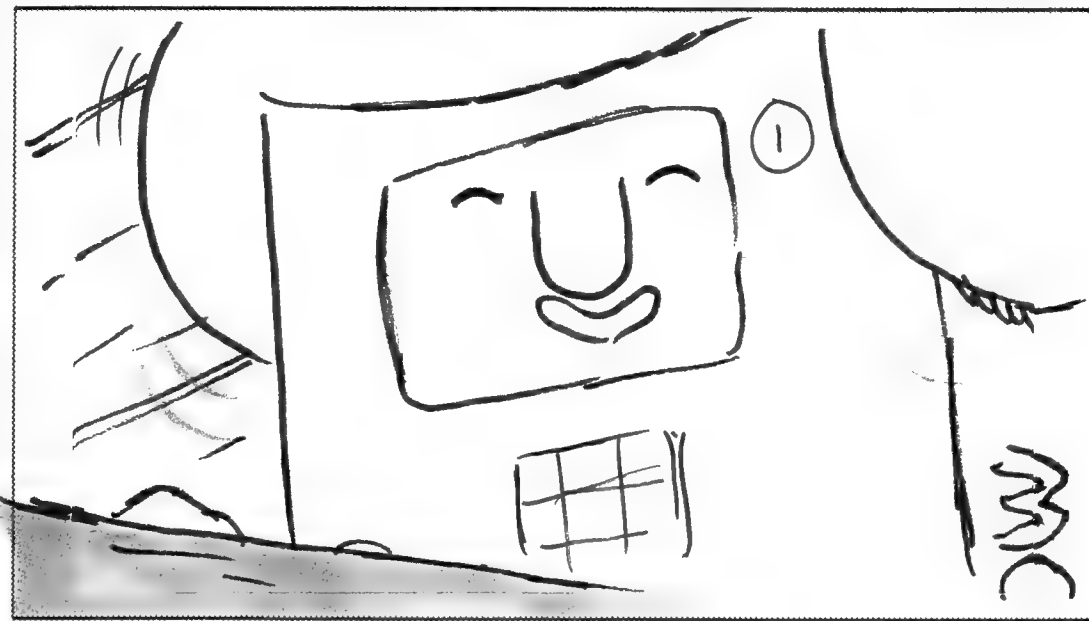
Production :

ADVENTURE TIME

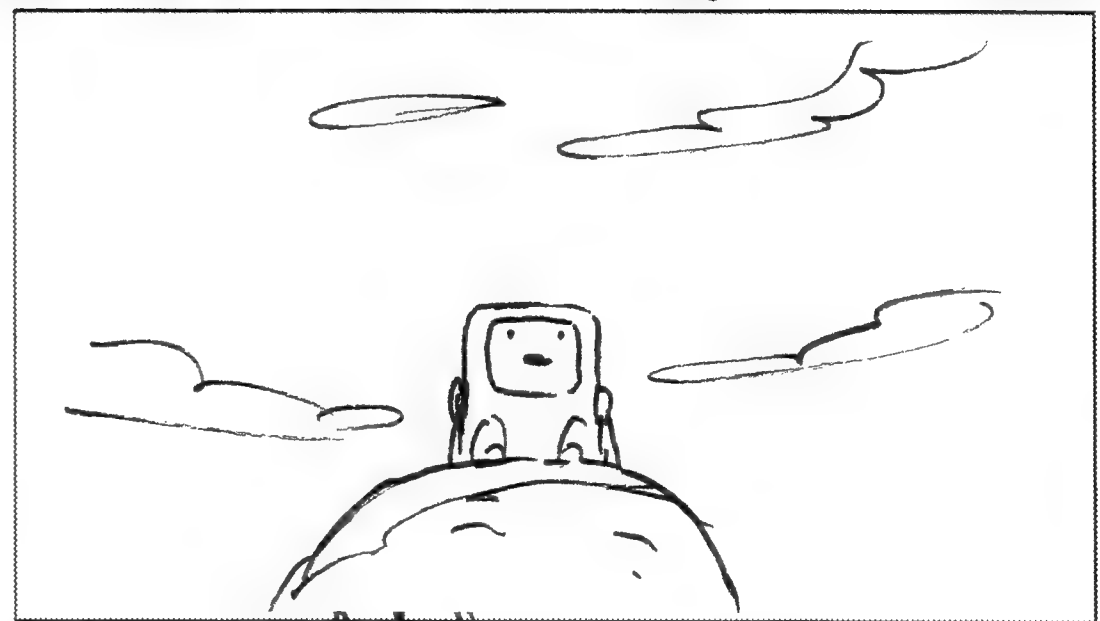


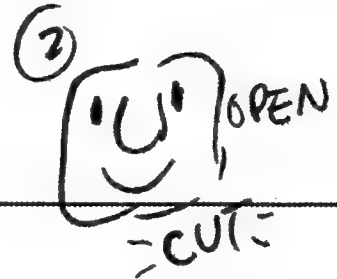
Page _____

Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



| | | | |
|---------|---|--|---|
| Dialog: | (BMO) And he's still the same I guess... sorta... (moe silently laughing) | (2)  | (BMO) But does growing up just change your body... or also your soul? |
| Action: | | | |
| Timing: | | | (ALT) ..also your noodle. |

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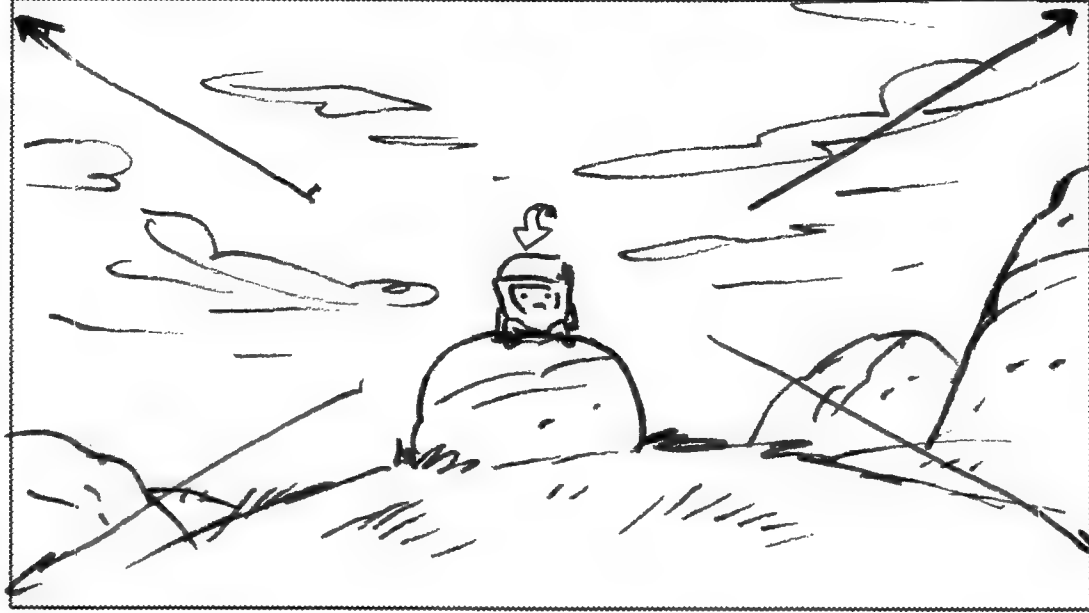
1034-224
EPISODE #
Production :

ADVENTURE TIME

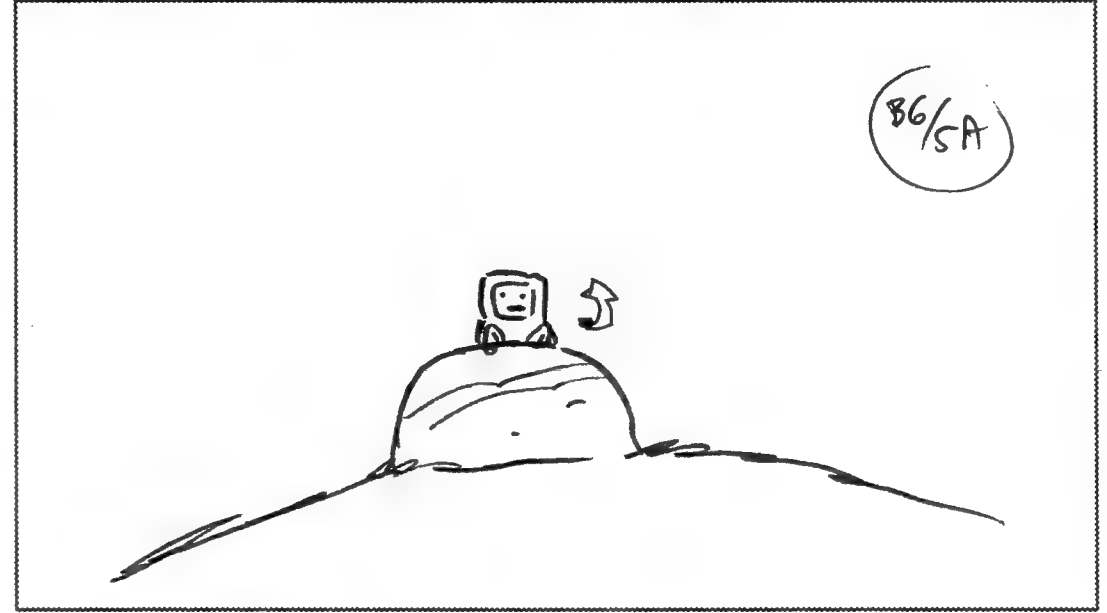


Page 61

Sc. 59 Pnl. B Bg. day night



Sc. 59 Pnl. C Bg. day night



Dialog:

(BMO) *in hole*
SIGGGHH... (long sigh)

(BMO) Maybe I could
just... stay the
same forever?

Action:

- Truck out matches
SIGH length -

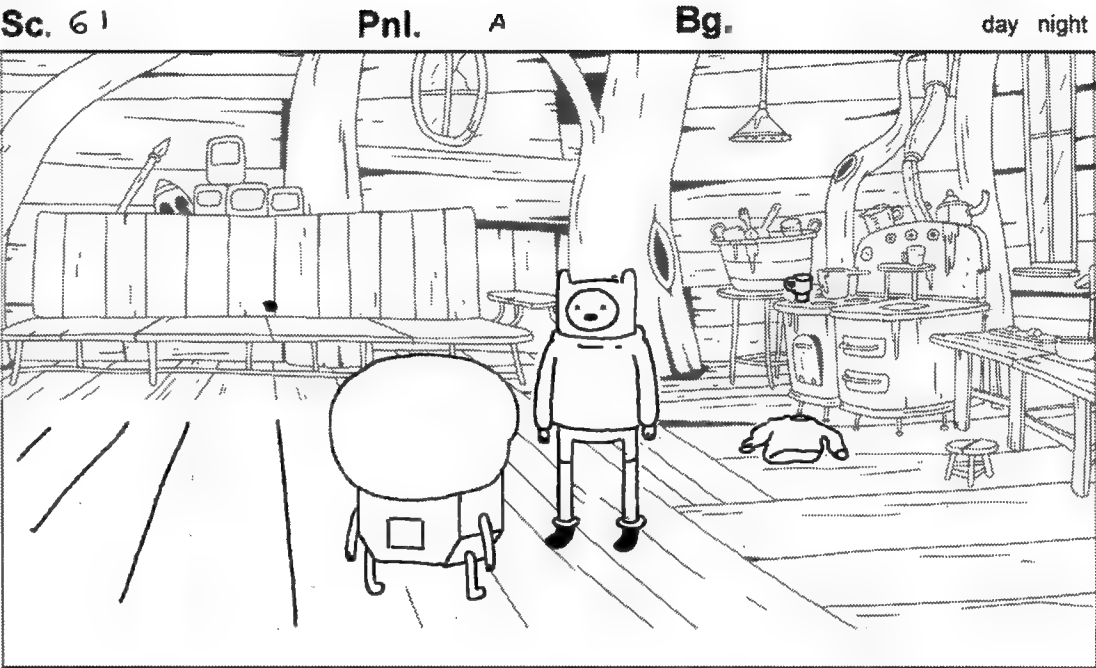
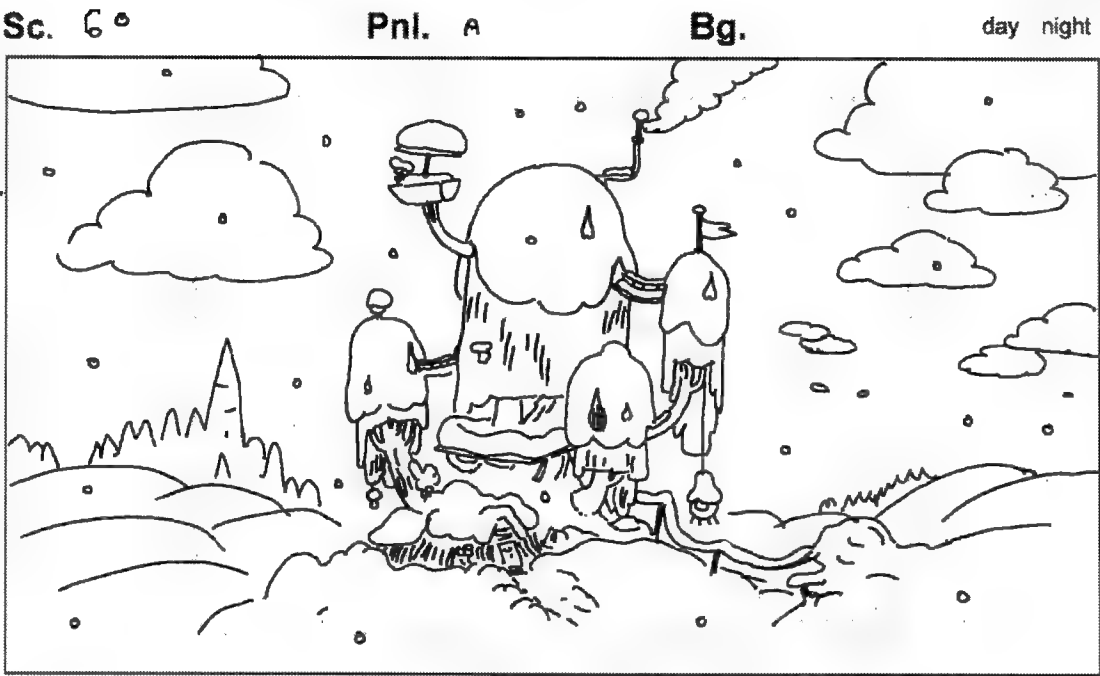
Timing:


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ADVENTURE TIME



| | | |
|---------|---------------------------|--|
| Dialog: | (F) . . . So . . . | |
| Action: | BG id: B053s002_122 |  (JAKE'S SWEATER ON THE GROUND) |
| Timing: | | |

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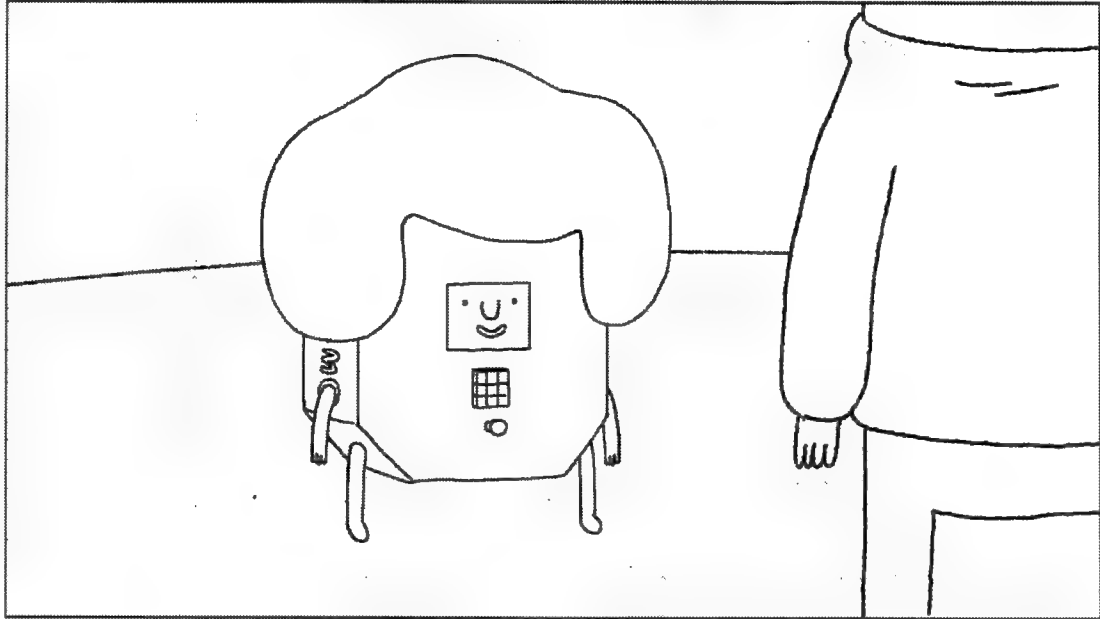


Sc. 62

Pnl. A

Bg.

day night

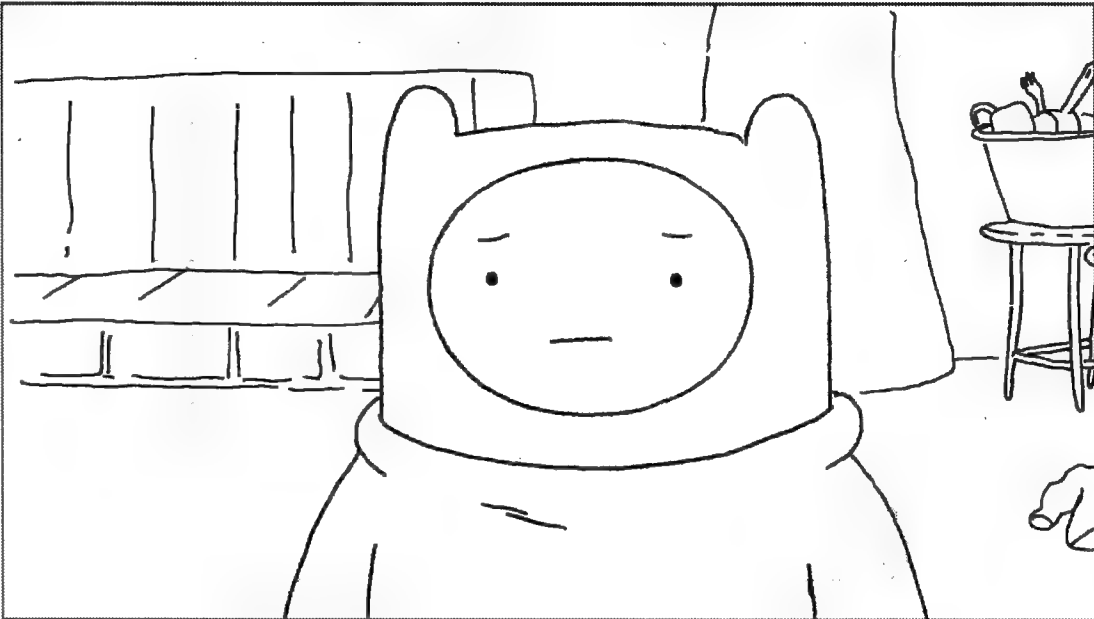


Sc. 63

Pnl. A

Bg.

day night



Dialog:

(M) / so . !

Action:

s.p.

Timing:

1034-224

EPISODE #

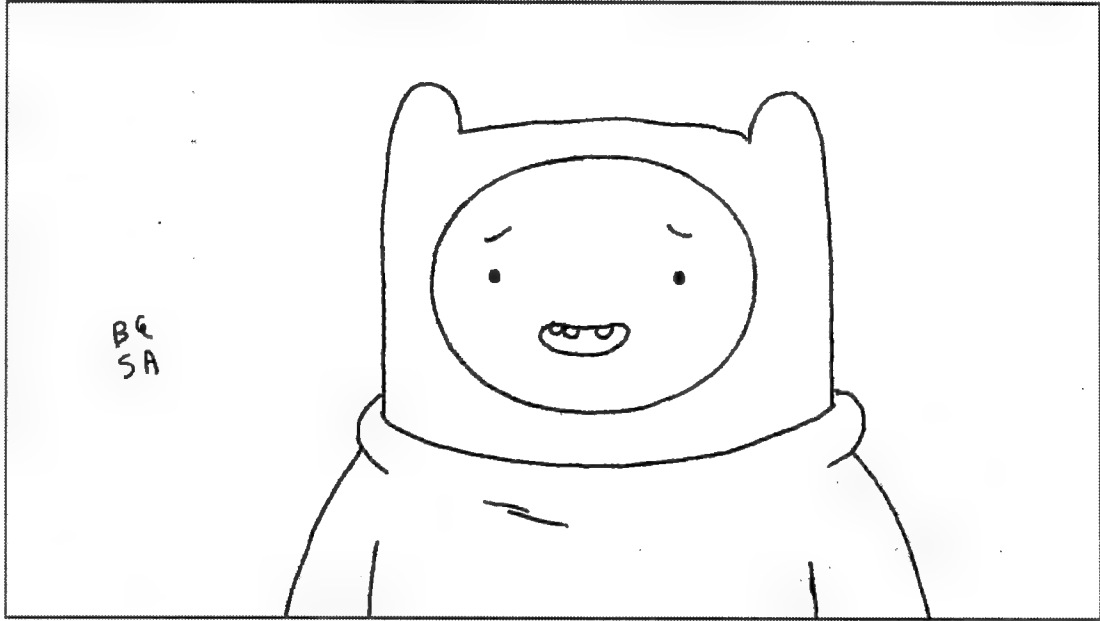
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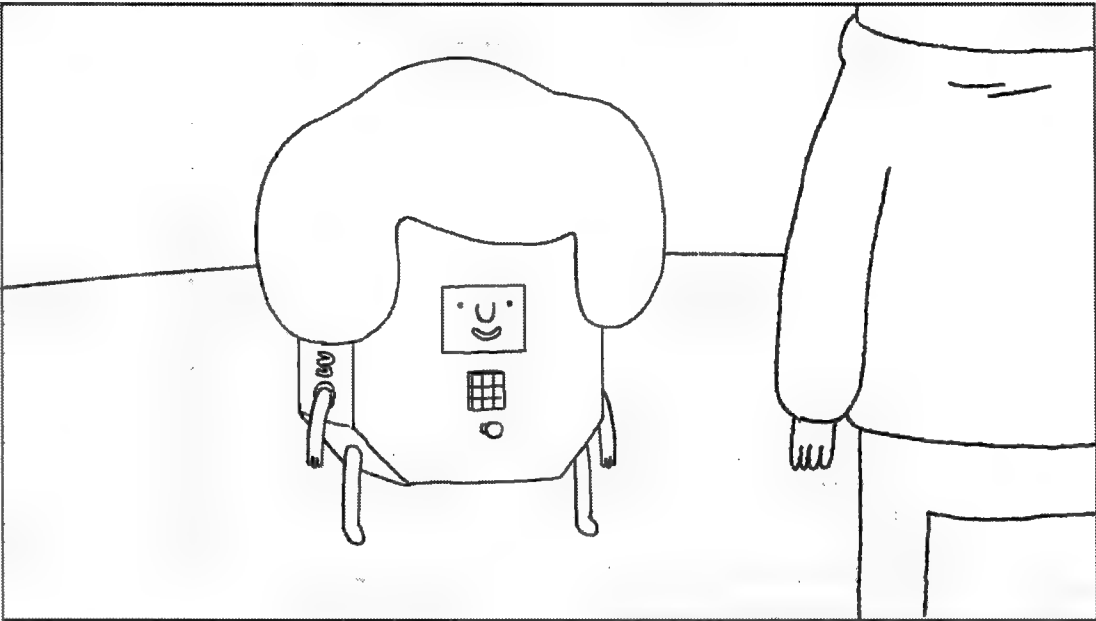
ADVENTURE TIME



Sc. 63 Pnl. B Bg. day night



Sc. 64 Pnl. A Bg. day night



| | | |
|---------|--|--------------------------|
| Dialog: | <p>(F) UM . . . YEAH , IT'S NICE TO SEE YOU.</p> | <p>(M) YEAH YOU TOO.</p> |
| Action: | | |
| Timing: | | |

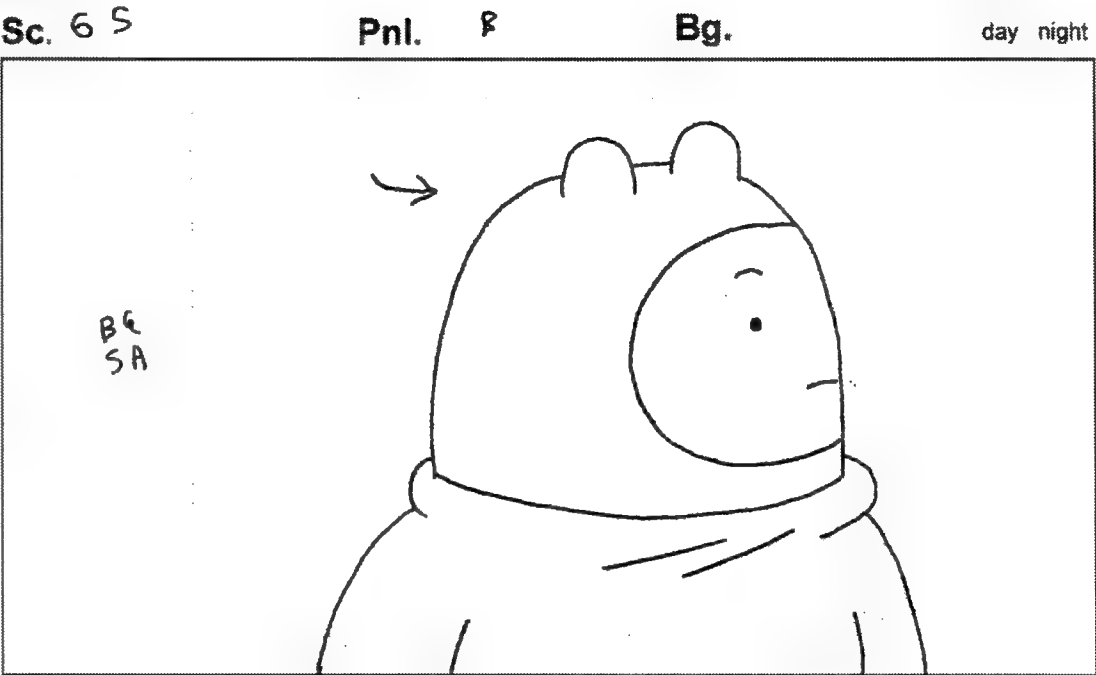
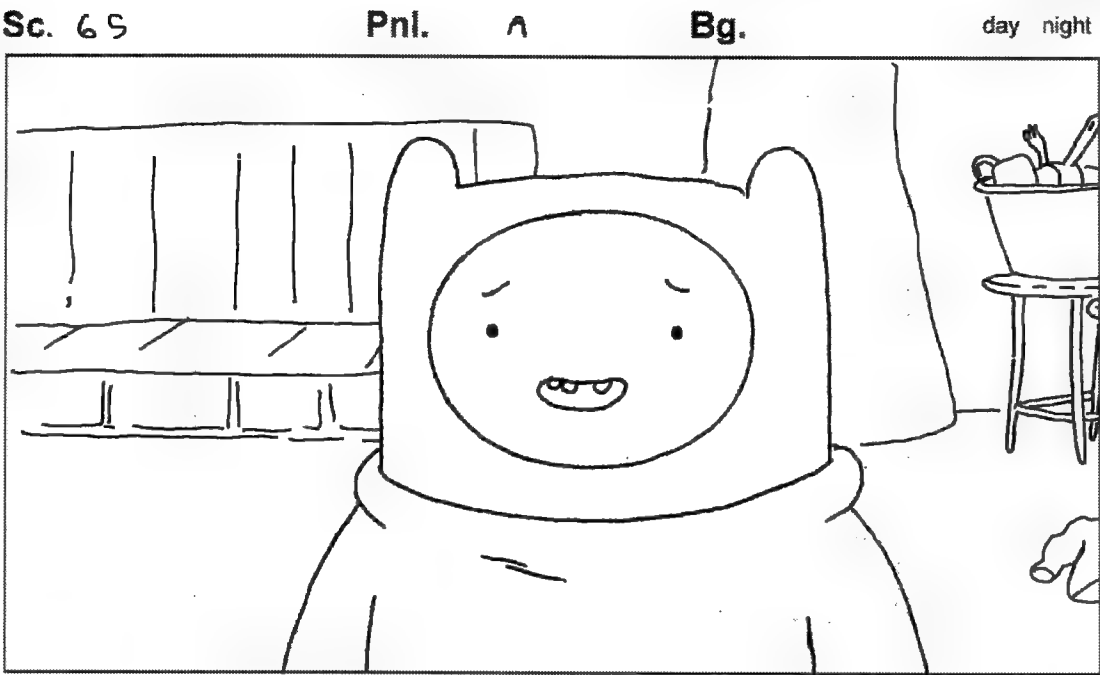
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ADVENTURE TIME



Page 71



| | |
|---------|---|
| Dialog: | <p>ⓕ UH, SO, MOE ... DO YOU WANT TO ...</p> |
| Action: | |
| Timing: | |

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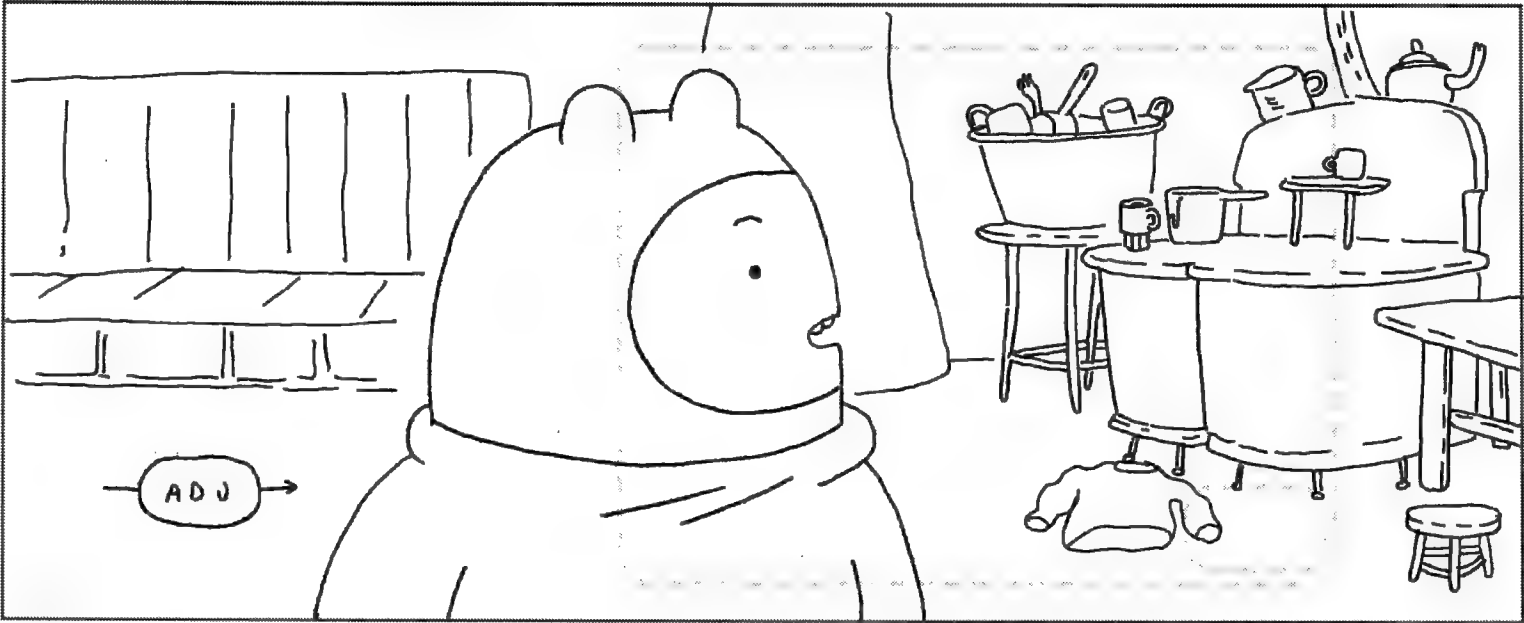


Sc. 65

Pnl. c

Bg.

day night



Dialog:

ⓔ/ JAKE?

Action:

Timing:

1034-224

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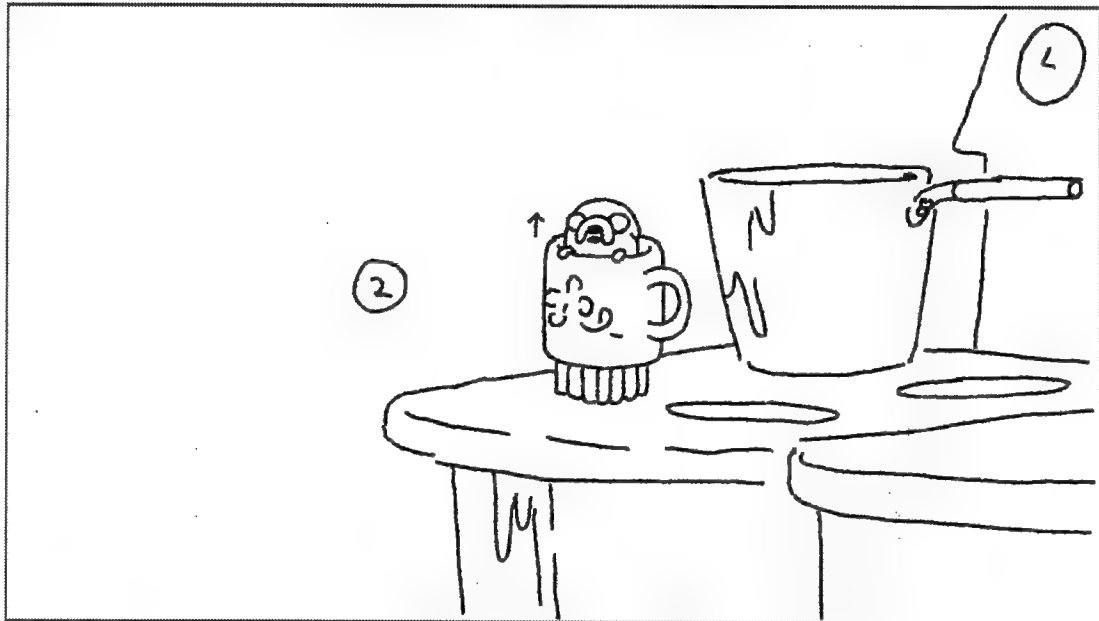
Page 73

Sc. 66

Pnl. A

Bg.

day night



Sc. 66

Pnl. B

Bg.

day night

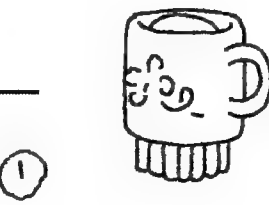


Dialog:

OH HEY, I'M ON MY
WAY, ONE SEC.

Action:

Timing:



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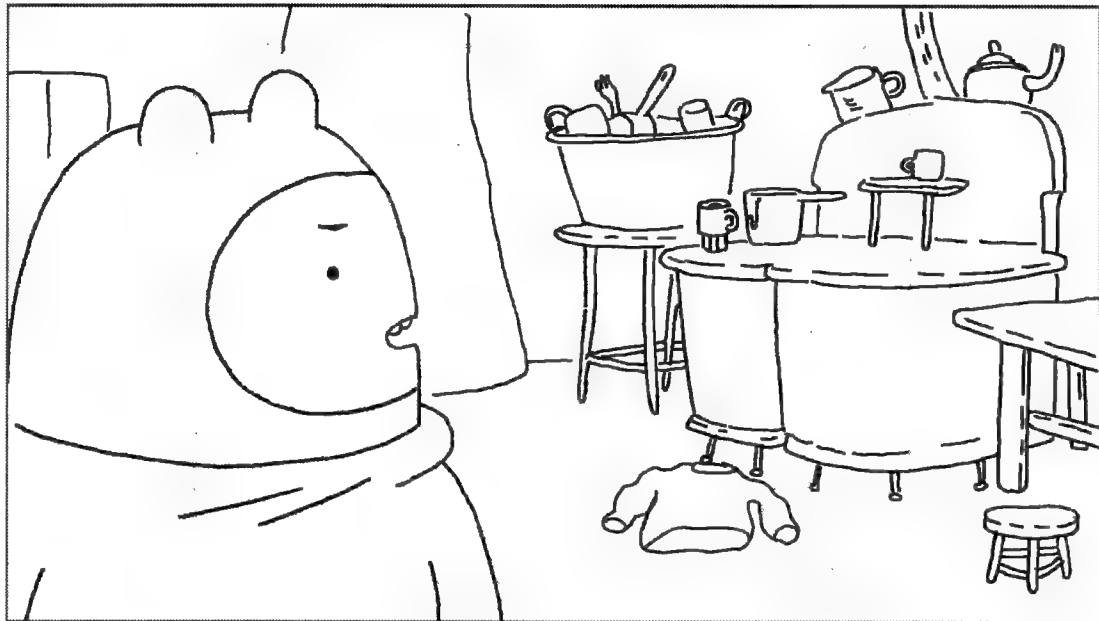
Page 74

Sc. 67

Pnl. A

Bg.

day night

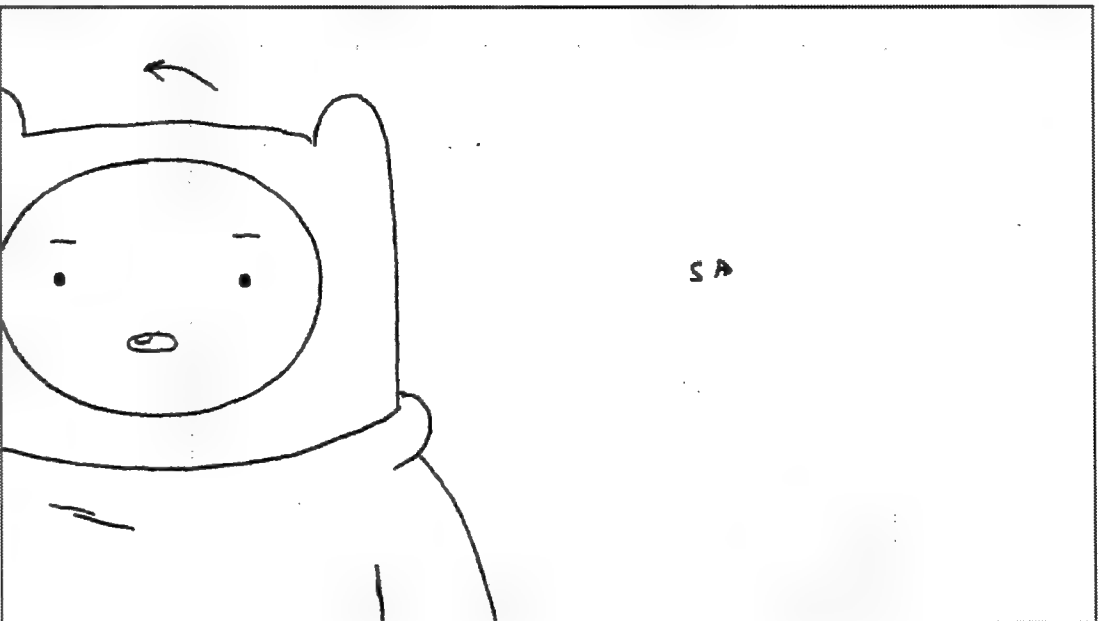


Sc. 67

Pnl. B

Bg.

day night



Dialog:

(F) UM.

(F) HOLD ON , MOE.

Action:

Timing:

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ADVENTURE TIME

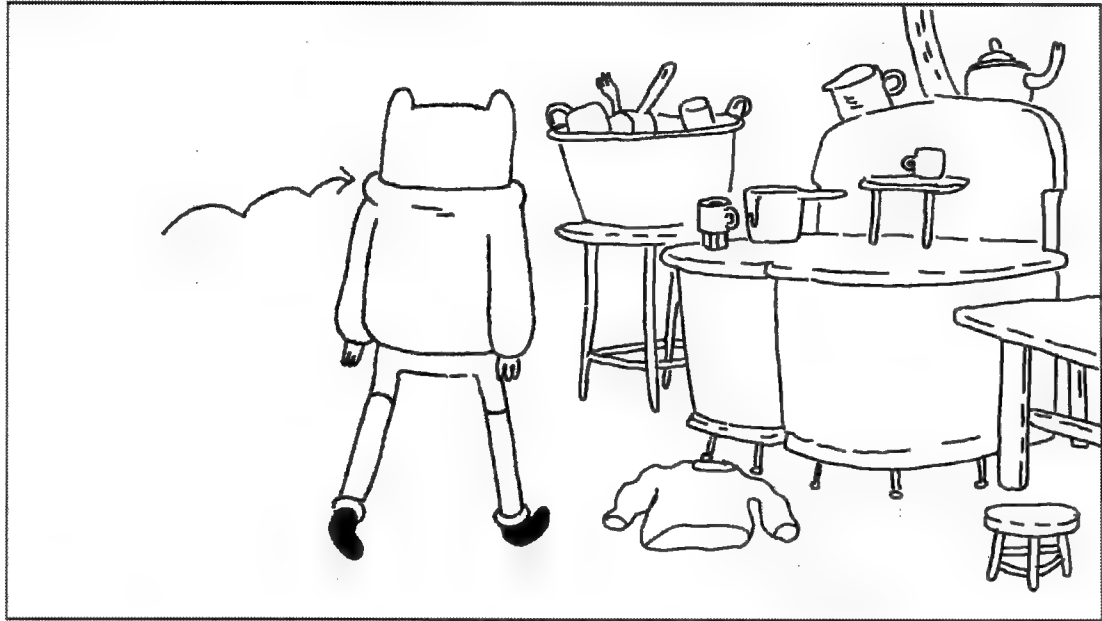


Sc. 67

Pnl. C

Bg.

day night

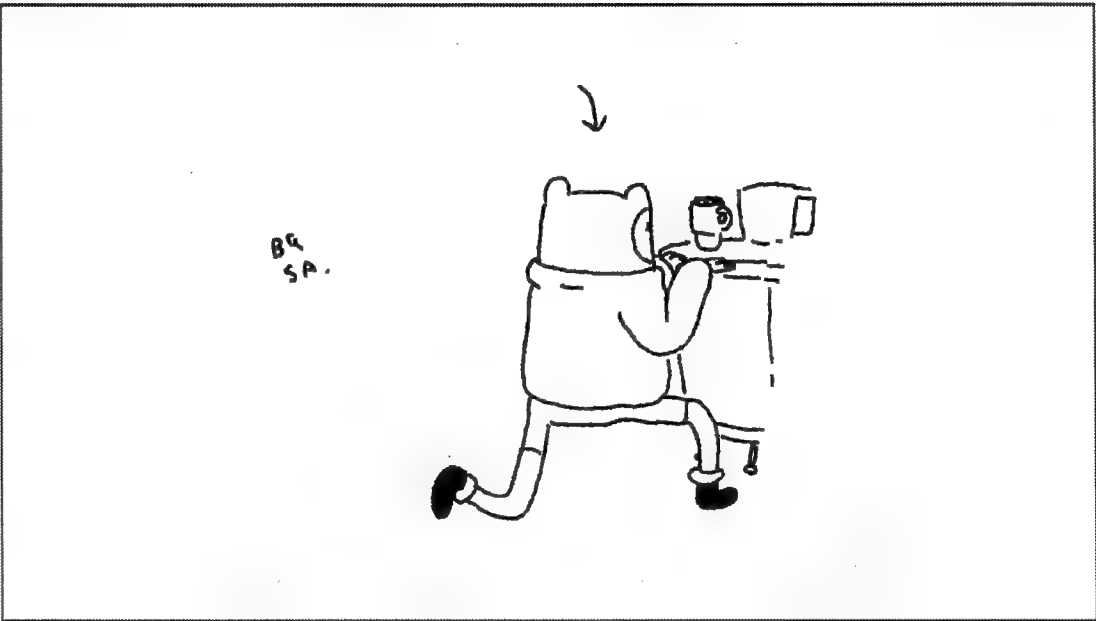


Sc. 67

Pnl. D

Bg.

day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

1034-224
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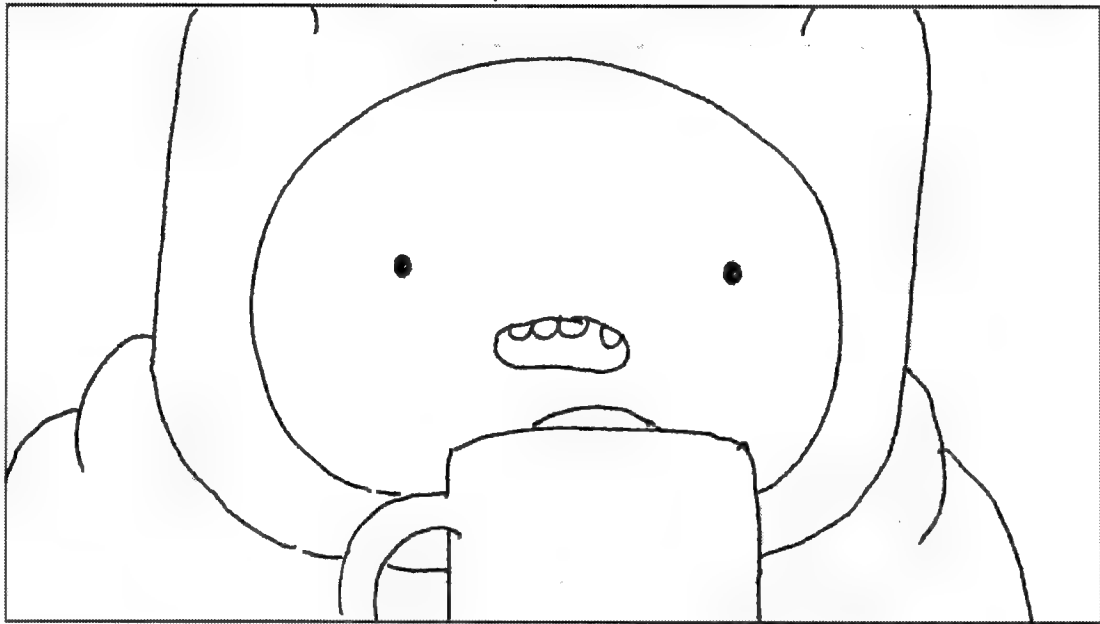


Sc. 68

Pnl. A

Bg.

day night

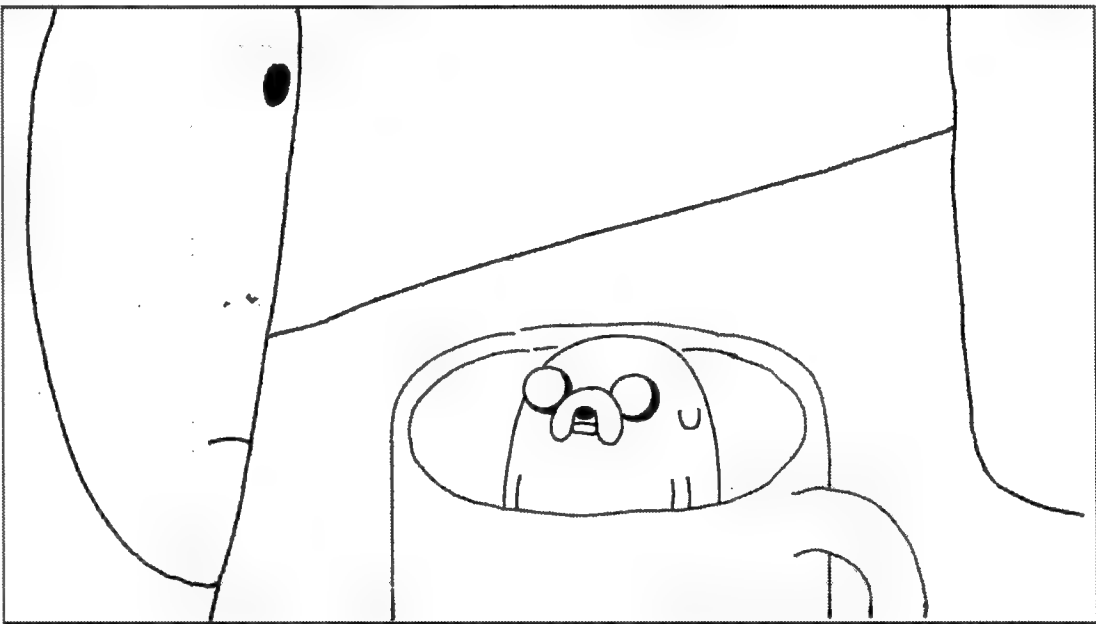


Sc. 69

Pnl. A

Bg.

day night



Dialog:

F

JAKE WHAT ARE YOU
DOING ?

J

FINN, ALL THIS IS HECK OF
AWKWARD WITHOUT BMO

Action:

Timing:

1034-224
EPISODE #
Production :



ADVENTURE TIME

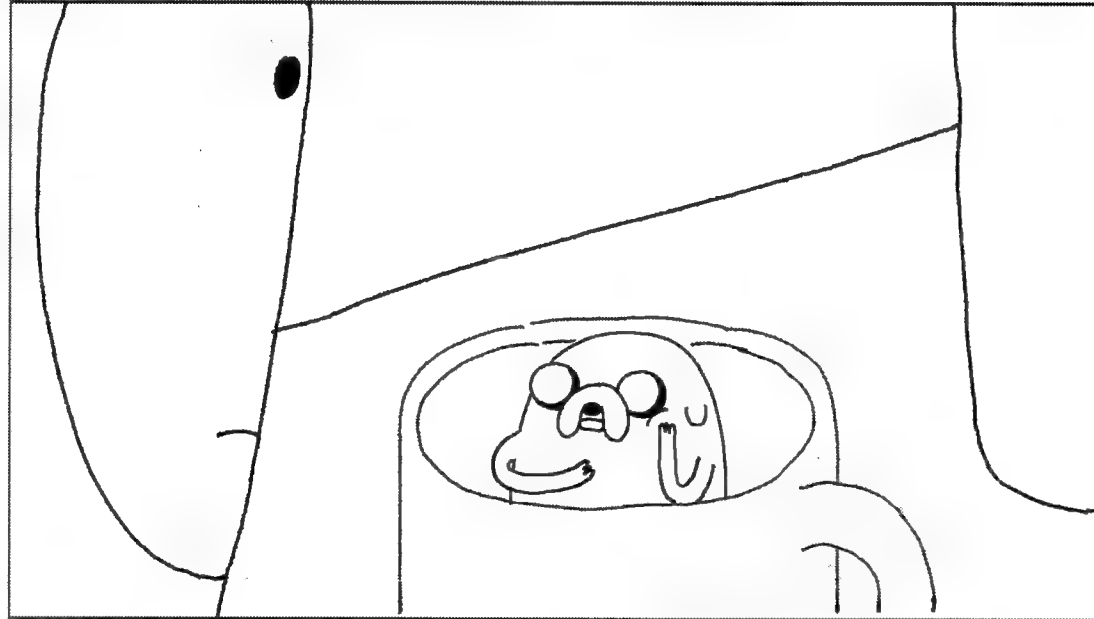
Page 77

Sc. 69

Pnl. B

Bg.

day night

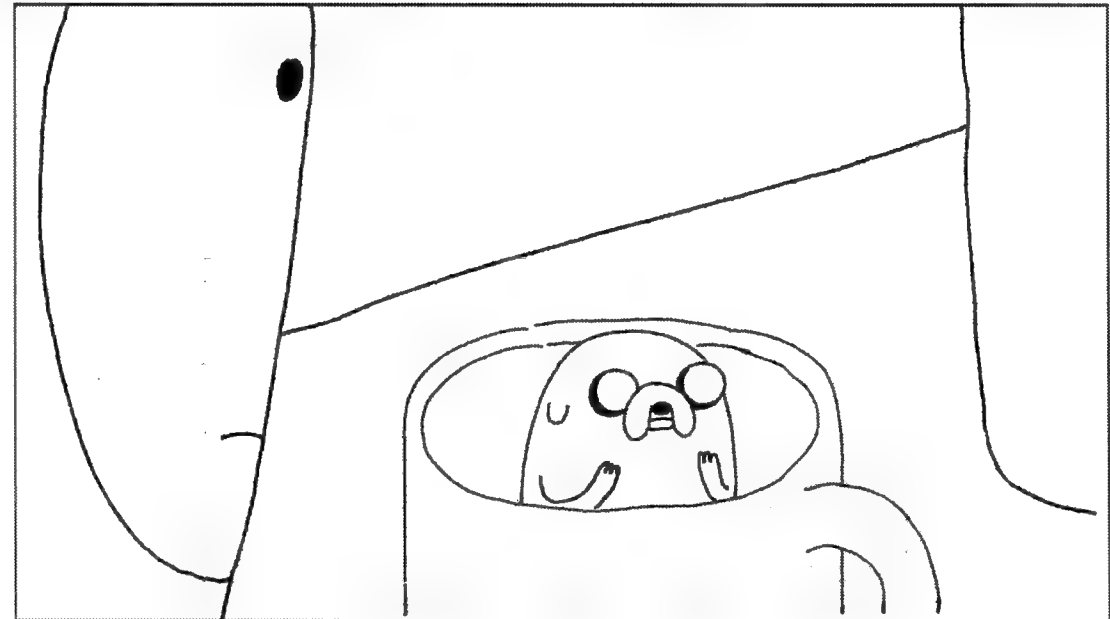


Sc. 69

Pnl. C

Bg.

day night



Dialog:

① (CONT) WAY MORE AWKWARD
THAN I THOUGHT IT'D BE.

I THINK ... MAYBE I DON'T
LIKE OLD PEOPLE.

Action:

Timing:

1034-224

EPISODE #

Production :



ADVENTURE TIME

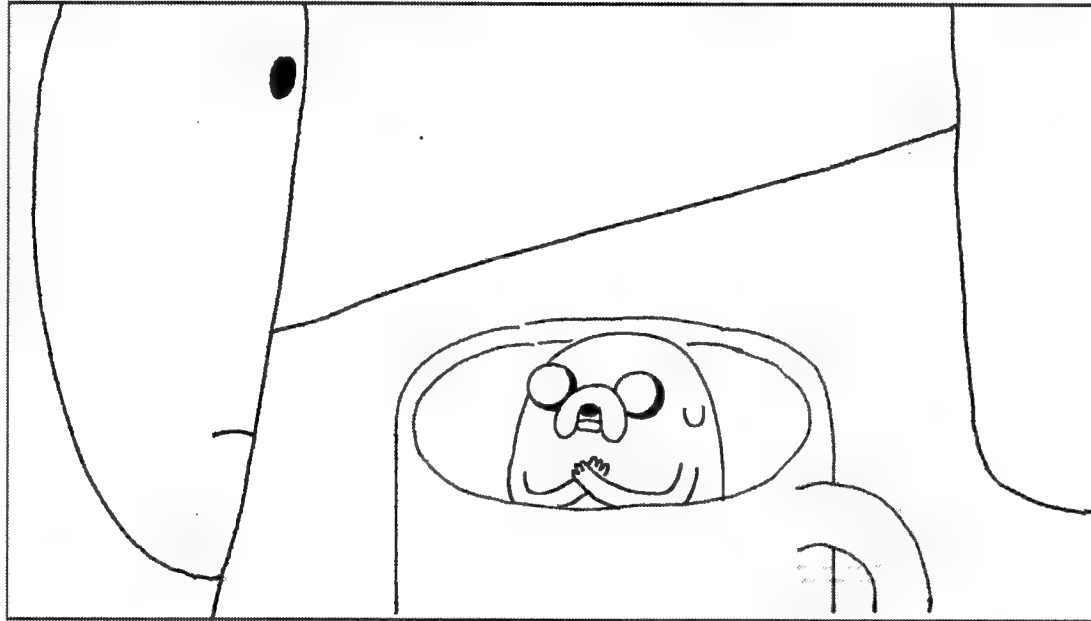
Page 78

Sc. 69

Pnl. D

Bg.

day night

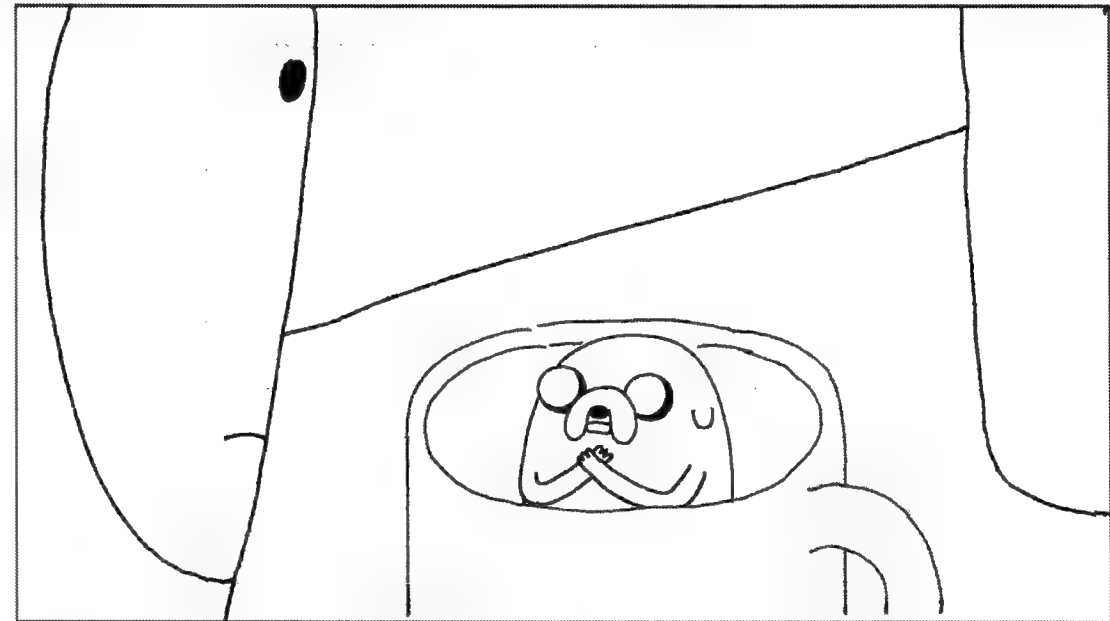


Sc. 69

Pnl. E

Bg.

day night



Dialog:

Q(CONT) THEY MAKE ME FEEL LIKE
I'M GOING TO GET OLD ONE
DAY TOO.

Q(CONT) I'M JUST GOING TO STAY
IN THIS CUP FOR A BIT.
I'LL BE OUT LATER.

Action:

Timing:

1034-224

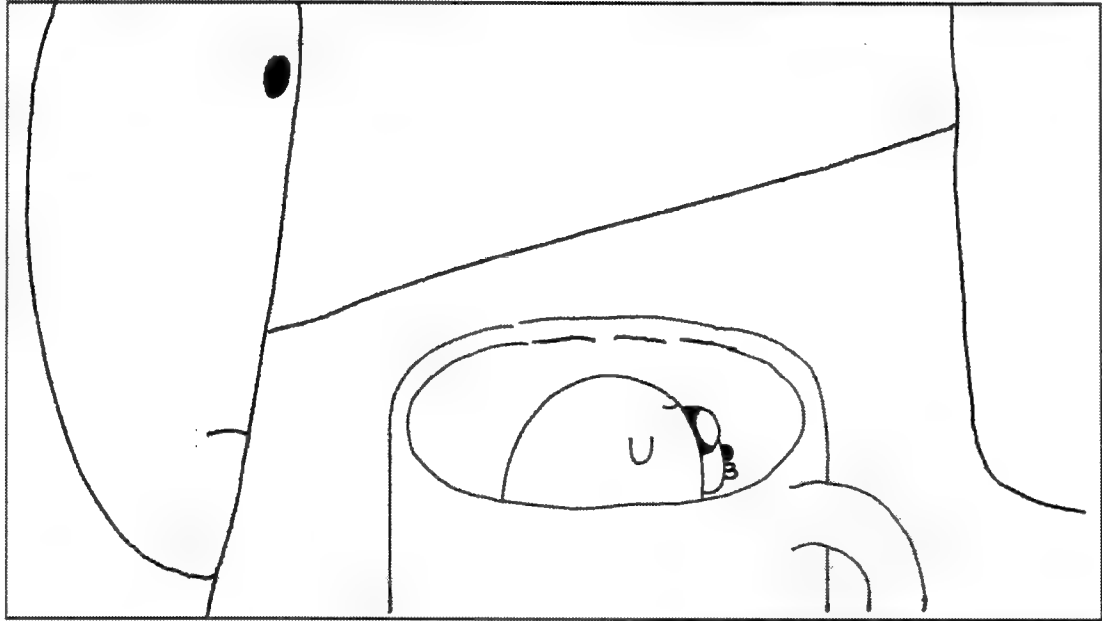
EPISODE #

Production :

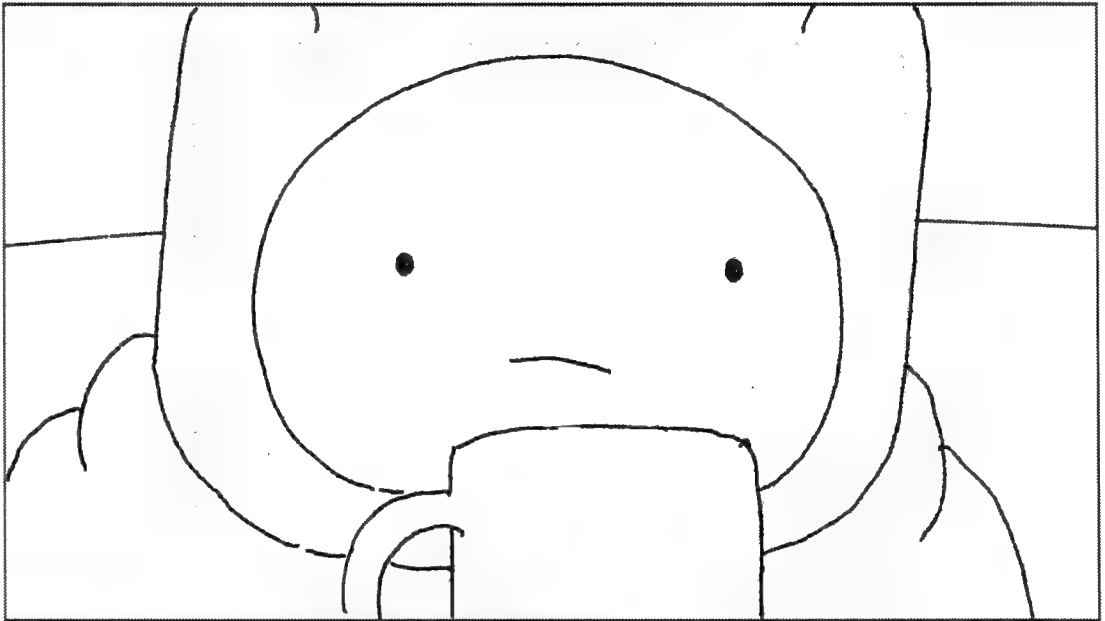
ADVENTURE TIME



Sc. 69 Pnl. F Bg. day night



Sc. 70 Pnl. A Bg. day night



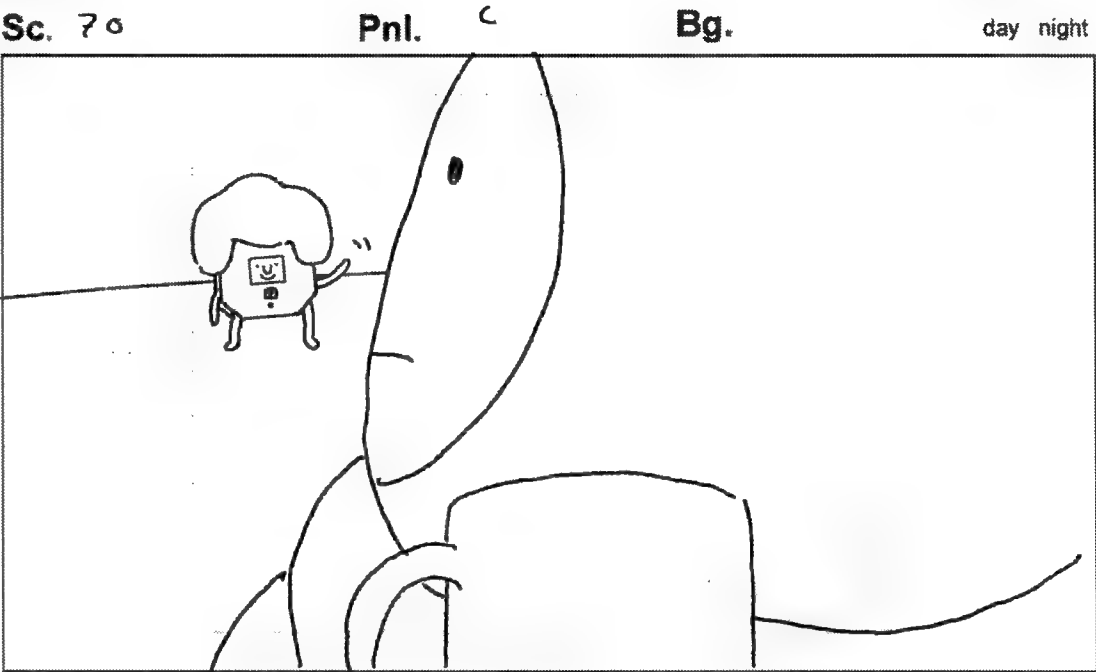
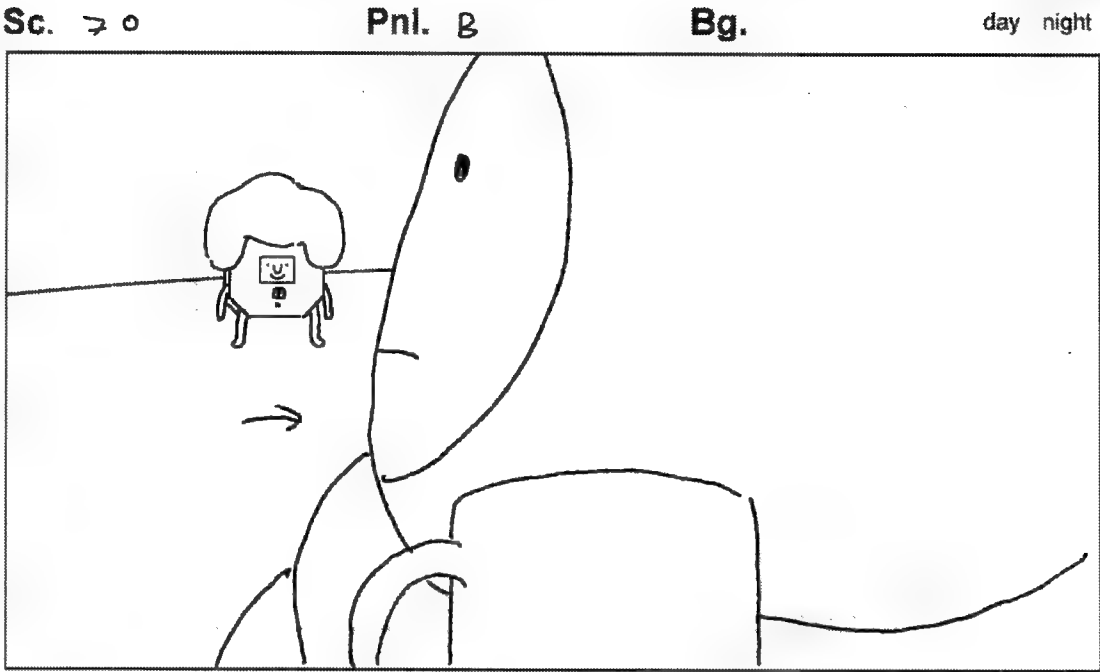
| |
|---------|
| Dialog: |
| Action: |
| Timing: |

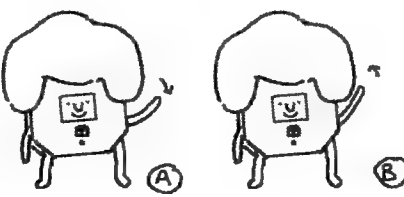
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ADVENTURE TIME



| | |
|---------|--|
| Dialog: | |
| Action: |  <p>WAVES BABABAB</p> |
| Timing: | |

1034-224

EPISODE #

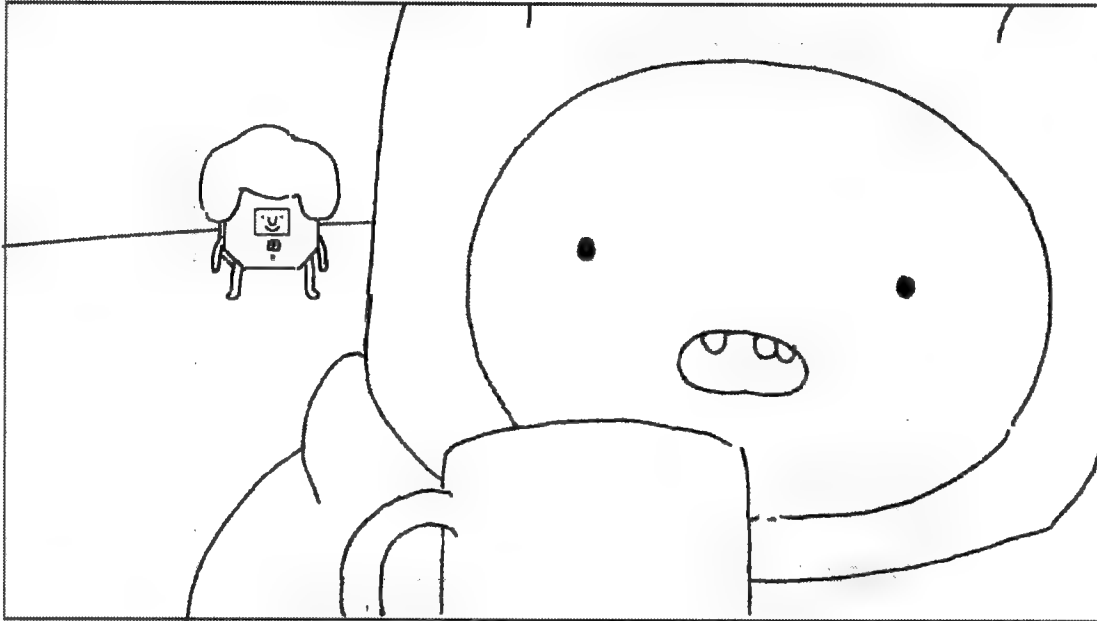
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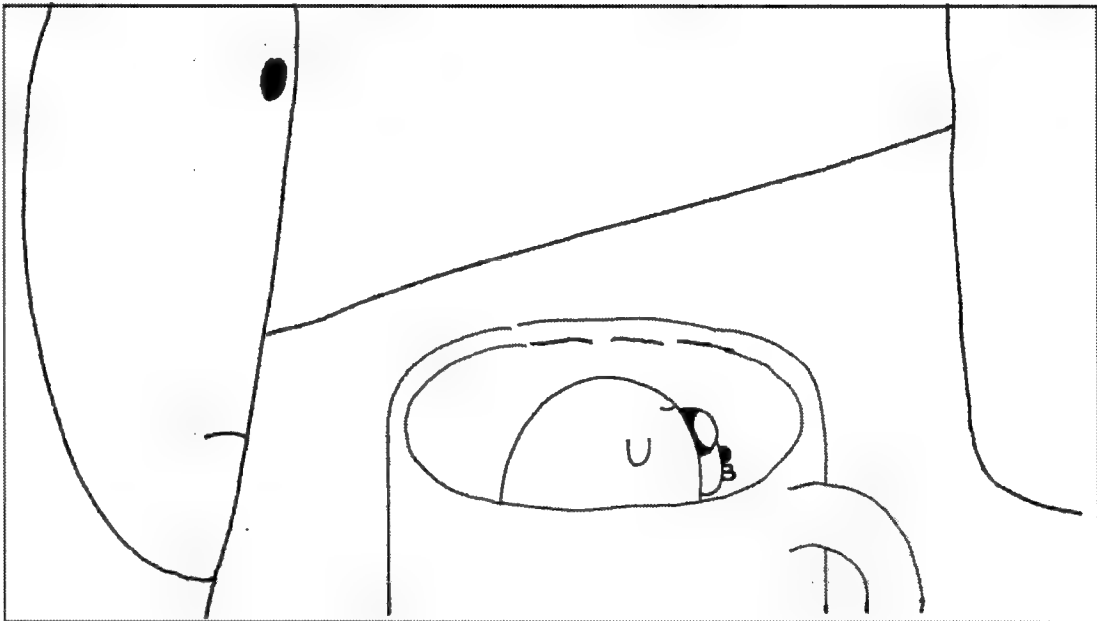
ADVENTURE TIME



Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. Bg. day night



Dialog:

YOU CAN'T DO THAT, IT'S RUDE. AND WHAT ABOUT

U/

YEAH BUT SHE LISTENS TO MUSIC. MOE PROBABLY ONLY, LIKE, LISTENS TO THE SOUND OF THE

Action:

PRINCESS BUBBLEGUM? SHE'S WAY OLD AND YOU LIKE

EARTH DECAYING.

Timing:

HER.

1034-224

EPISODE #

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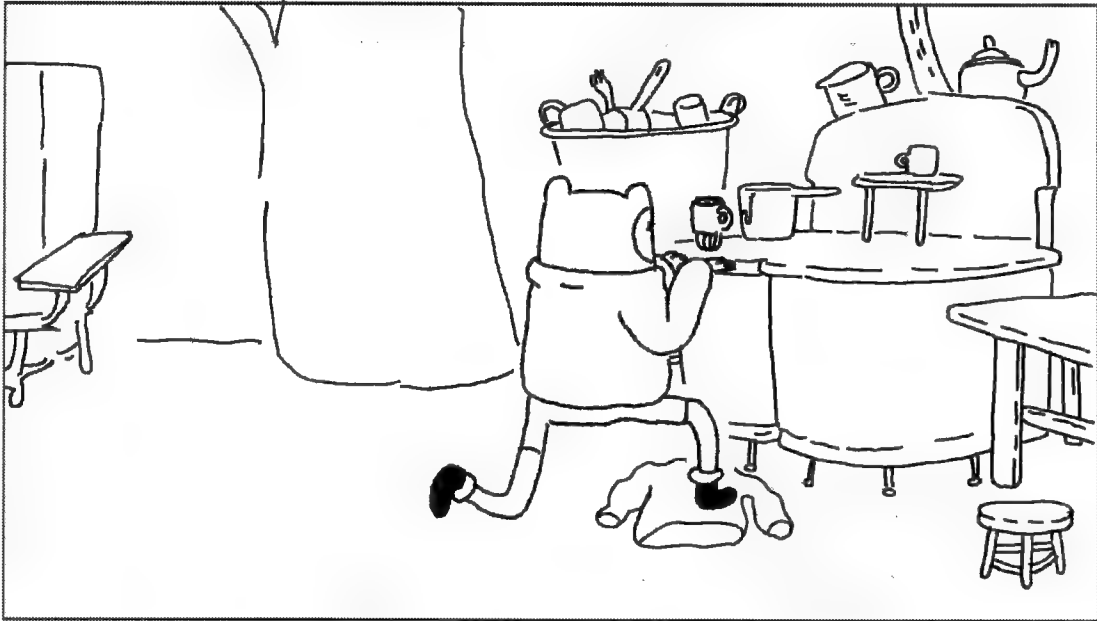


Sc. 72

Pnl. A

Bg.

day night

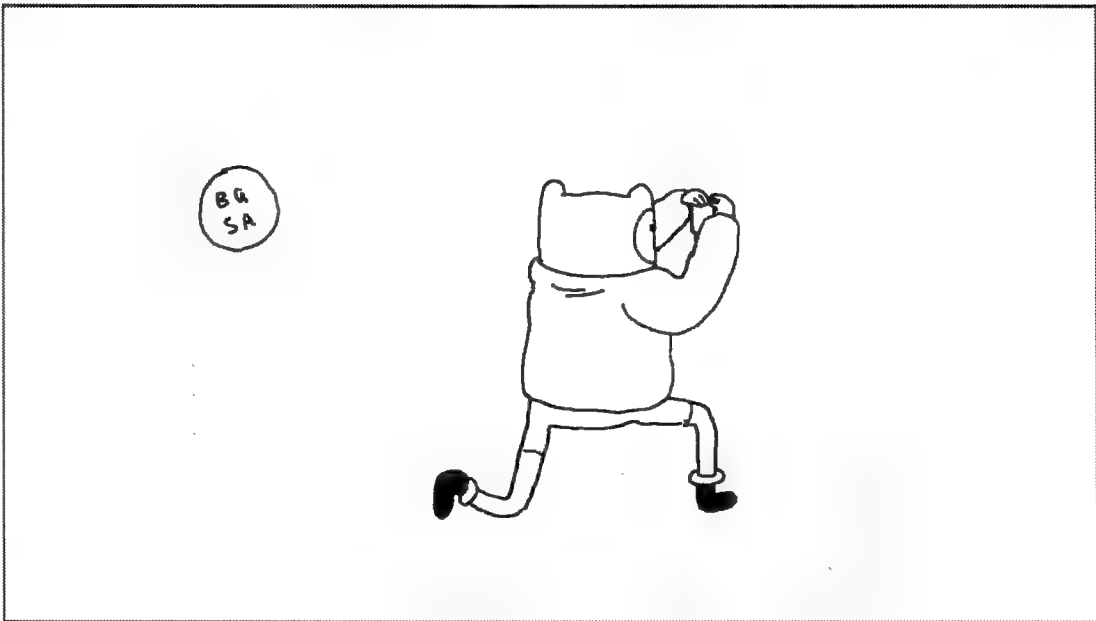


Sc. 72

Pnl. B

Bg.

day night



Dialog:

F/ COME ON, YOU'RE
BEING WEIRD.

Action:

Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME

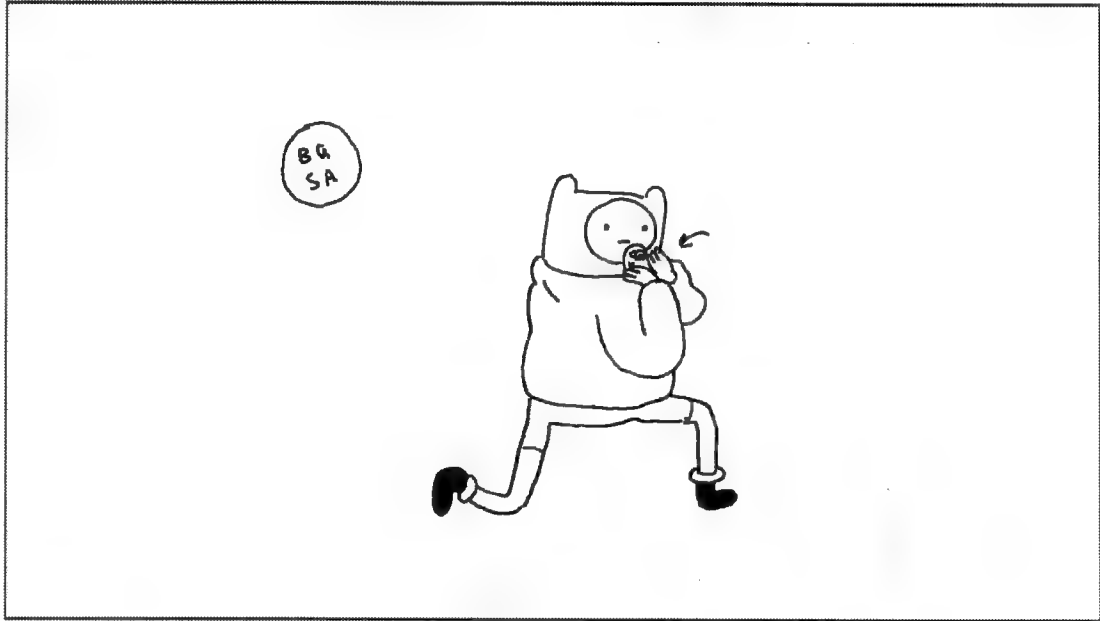


Sc. 72

Pnl. c

Bg.

day night

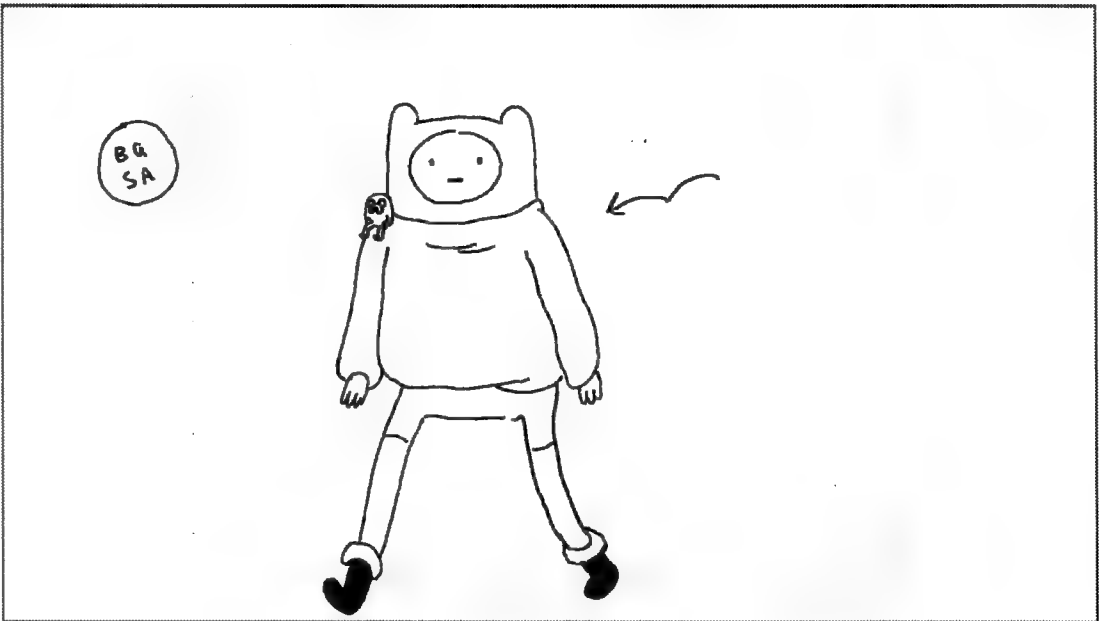


Sc. 72

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1034-224

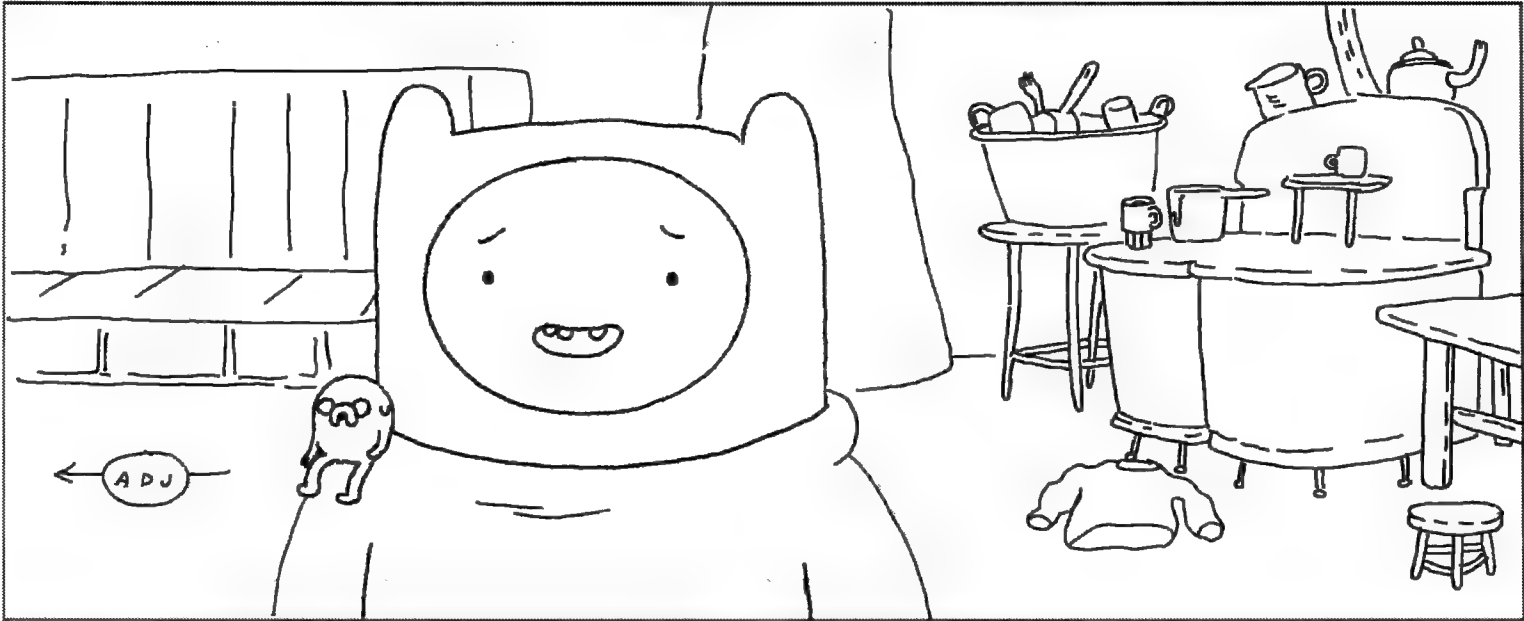
Production :

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ADVENTURE TIME



Sc. 72 Pnl. E Bg. day night



| | |
|---------|--------------------------------------|
| Dialog: | (F) / HEY, SORRY ABOUT THAT, MOC. |
| Action: | |
| Timing: | |

1034-224
EPISODE #
Production :

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ADVENTURE TIME



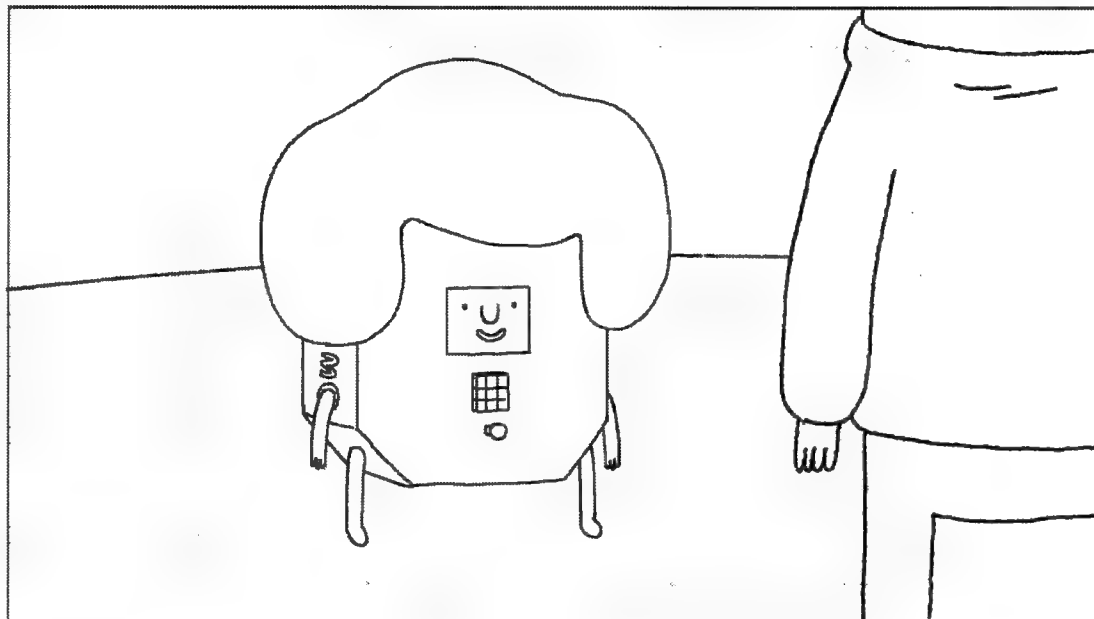
Page 8 S

Sc. 73

Pnl. A

Bg.

day night

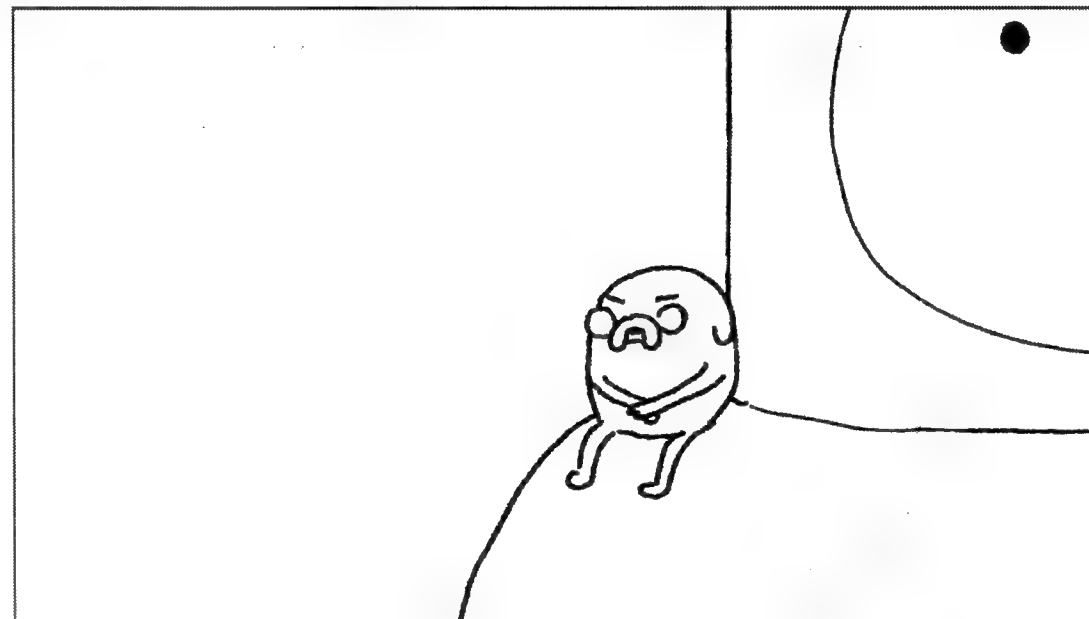


Sc. 74

Pnl. A

Bg.

day night



Dialog:

Ⓜ BOYS , I KNOW THIS NEW AND
DIFFERENT. I AM NOT BMO , BUT
I WILL DO MY BEST TO BE YOUR
FRIEND .

THIS IS THE DAYBREAK
OF OUR LIVES -

Action:

Timing:

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ADVENTURE TIME

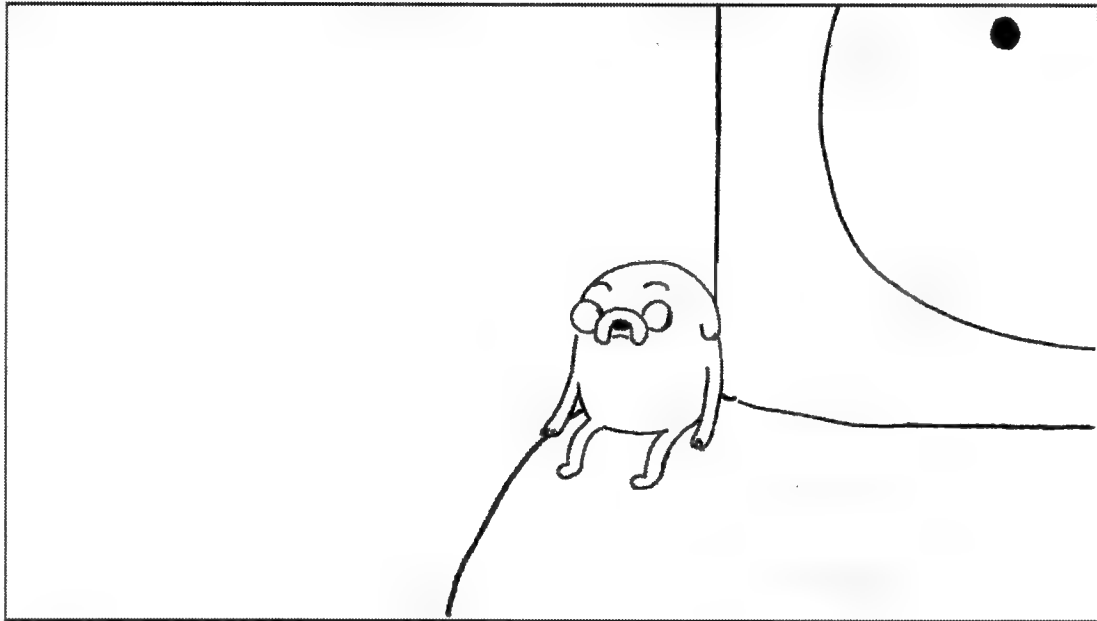


Sc. 74

Pnl. B

Bg.

day night

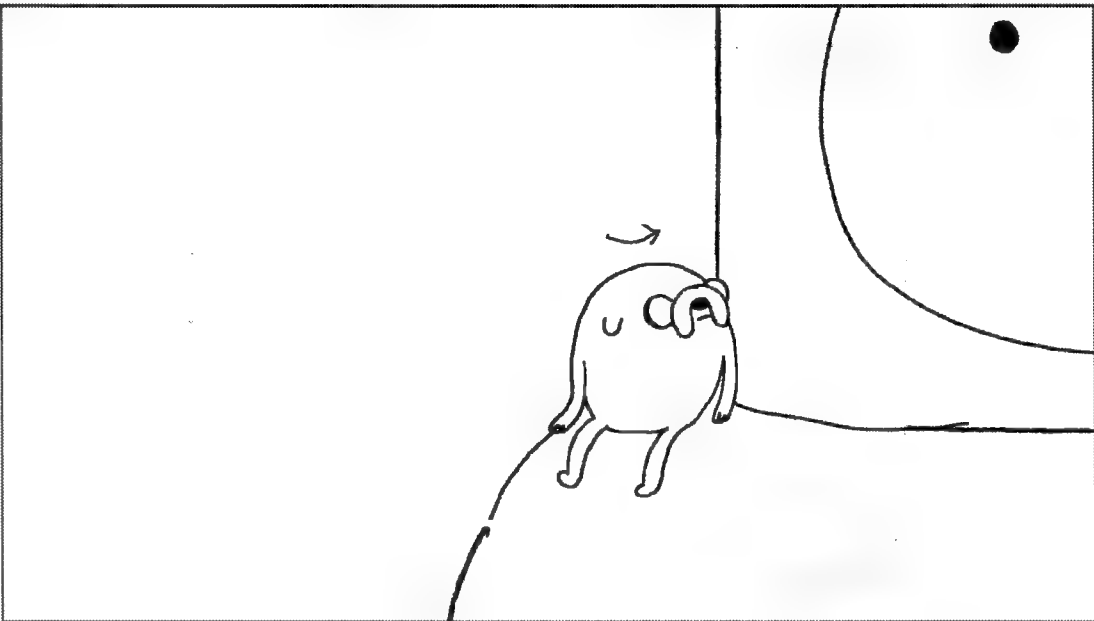


Sc. 74

Pnl. C

Bg.

day night



Dialog:

(M) (CONT) AND WE HAVE ALL THE TIME IN THE WORLD TO LEARN

Action:

Timing:

1034-224

EPISODE #

Production :

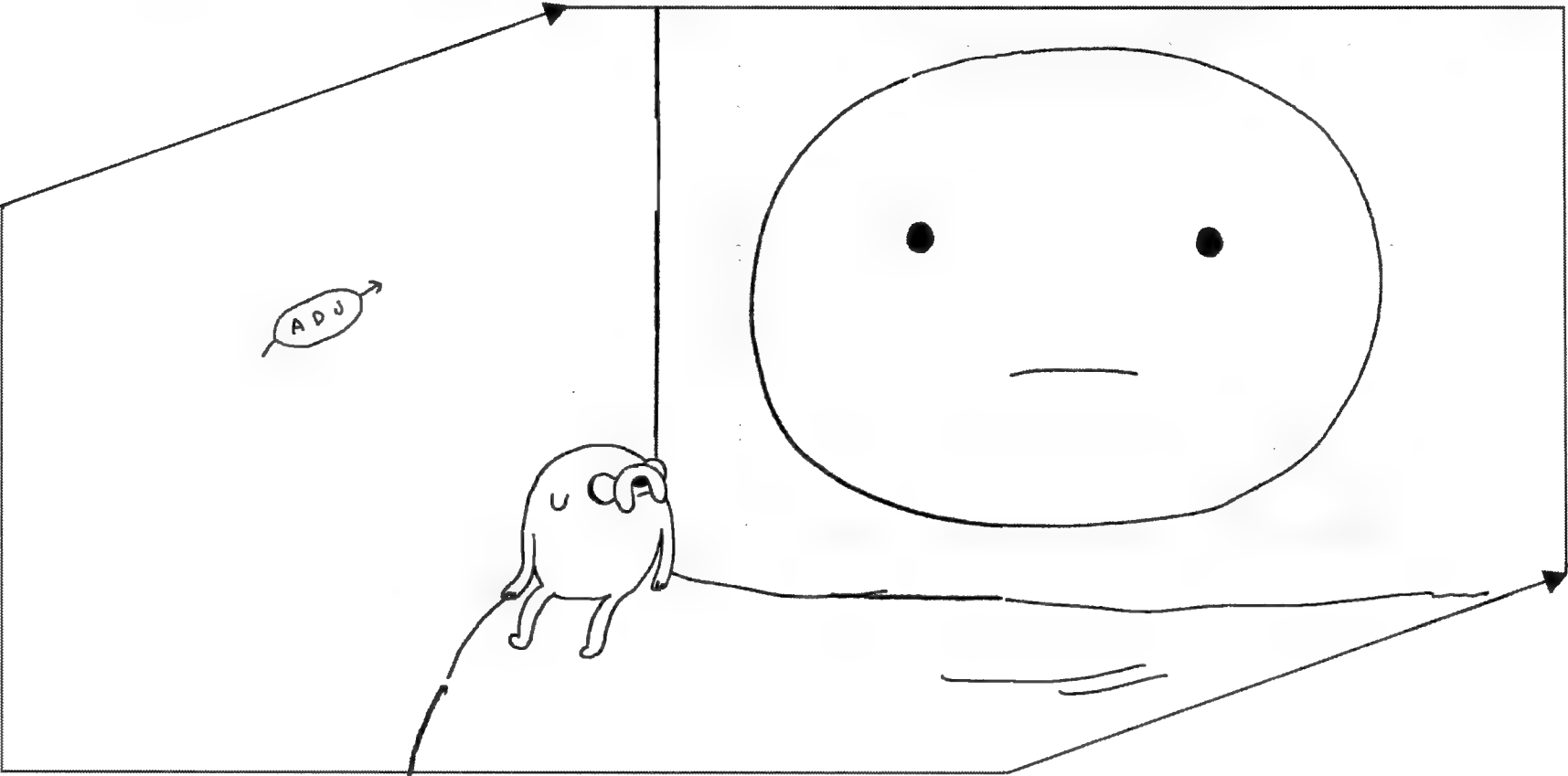
ADVENTURE TIME



Sc. 74

Pnl. D

Bg.



Dialog:

(M)

(CONT)

ABOUT EACH
OTHER.

Action:

Timing:

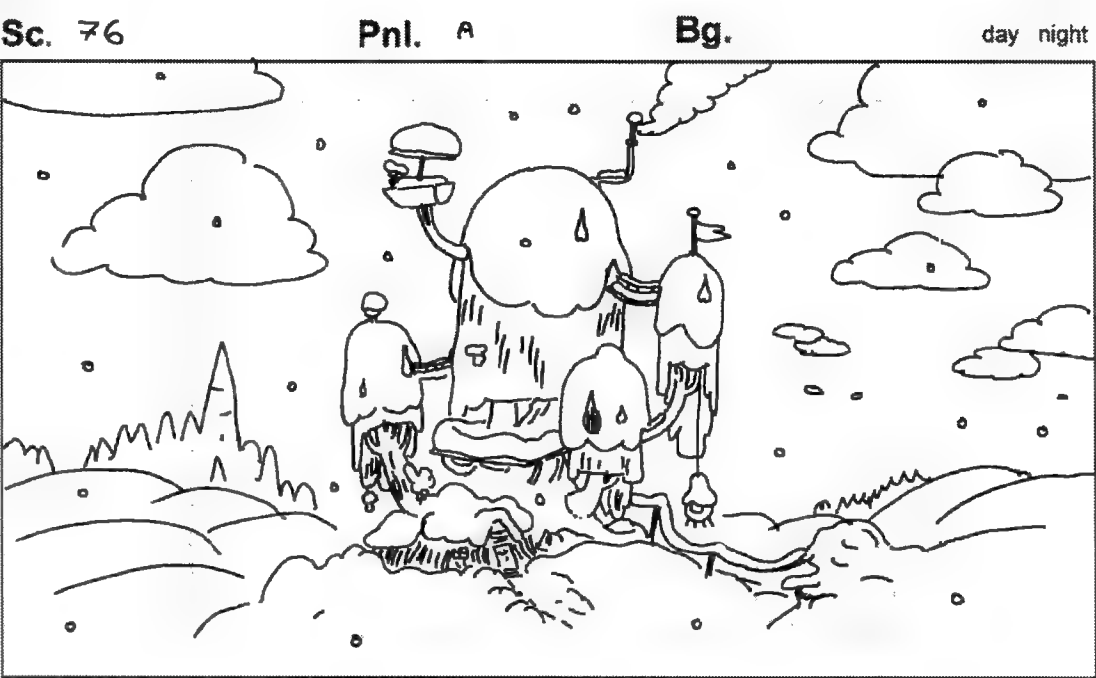
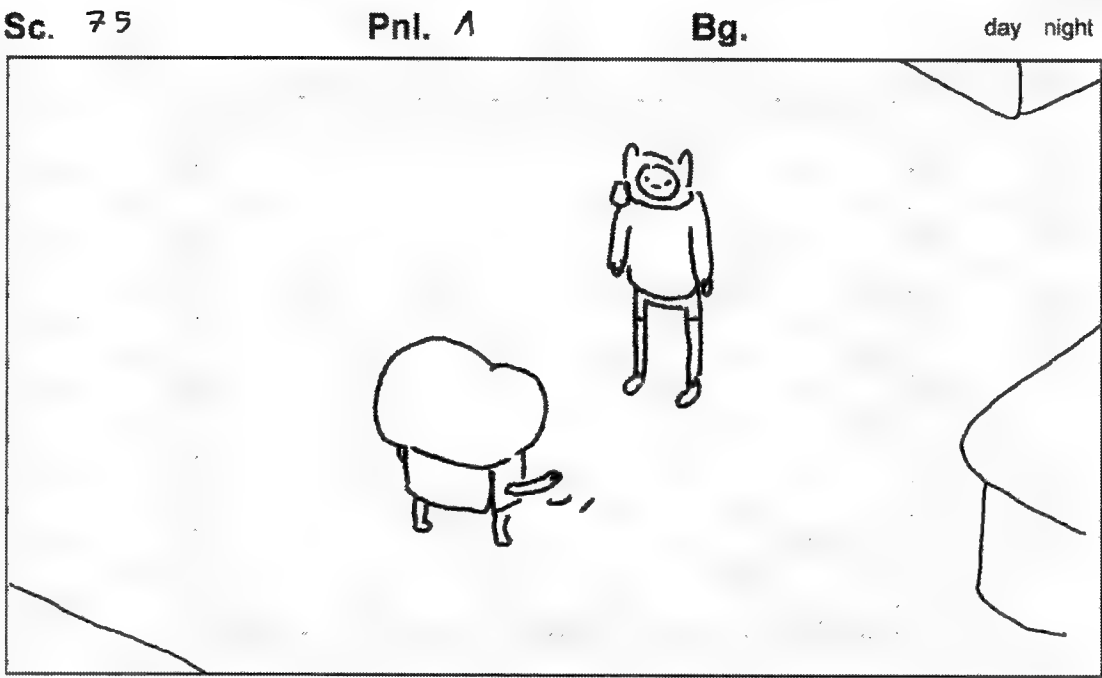
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ADVENTURE TIME



| | |
|---------|---|
| Dialog: | (M) FOR NOW I WILL BE YOUR LITTLE (CONT). ROBOT AND WE'LL HAVE A GOOD TIME. |
| Action: | |
| Timing: | |

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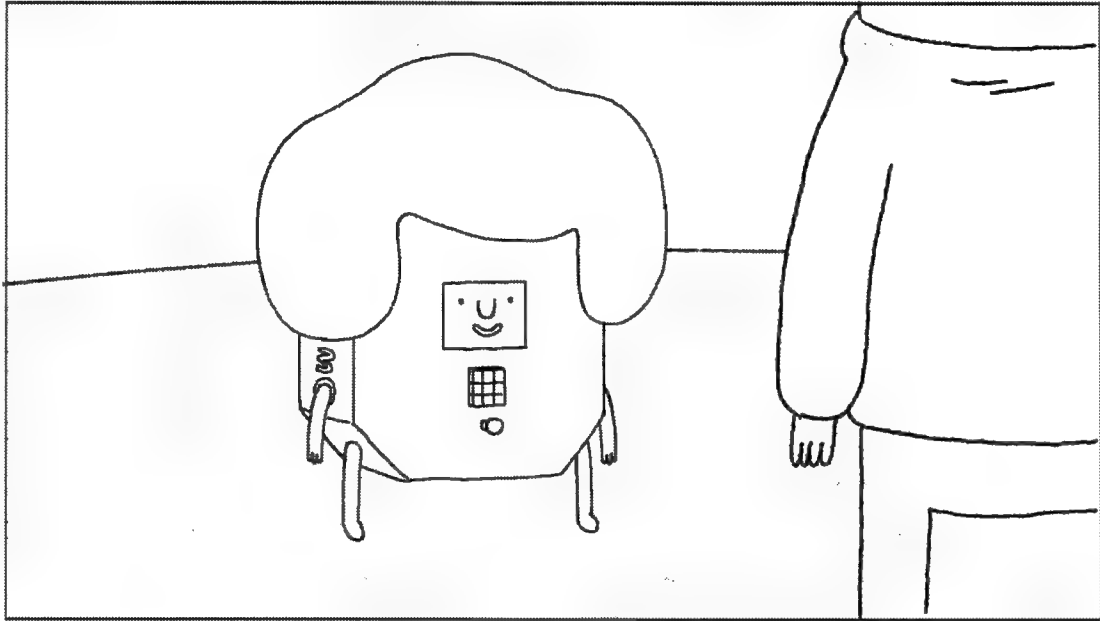


Sc. 72

Pnl. A

Bg.

day night

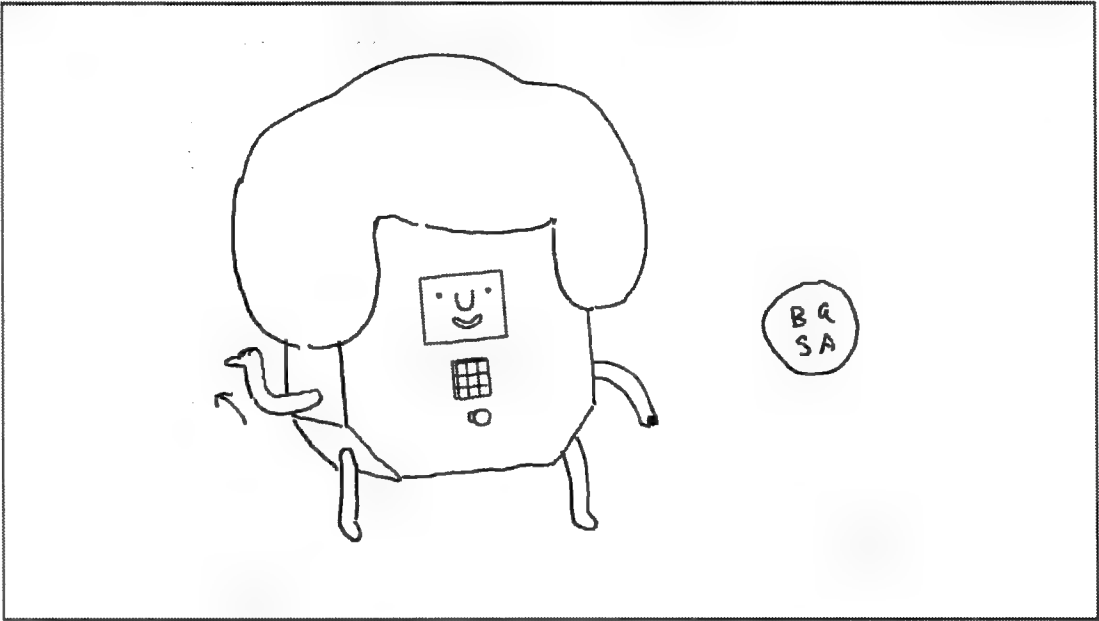


Sc. 77

Pnl. B

Bg.

day night



Dialog:

(M)

FOR NOW THOUGH, LET'S (CONT) GET OUT THERE

Action:

Timing:

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ADVENTURE TIME

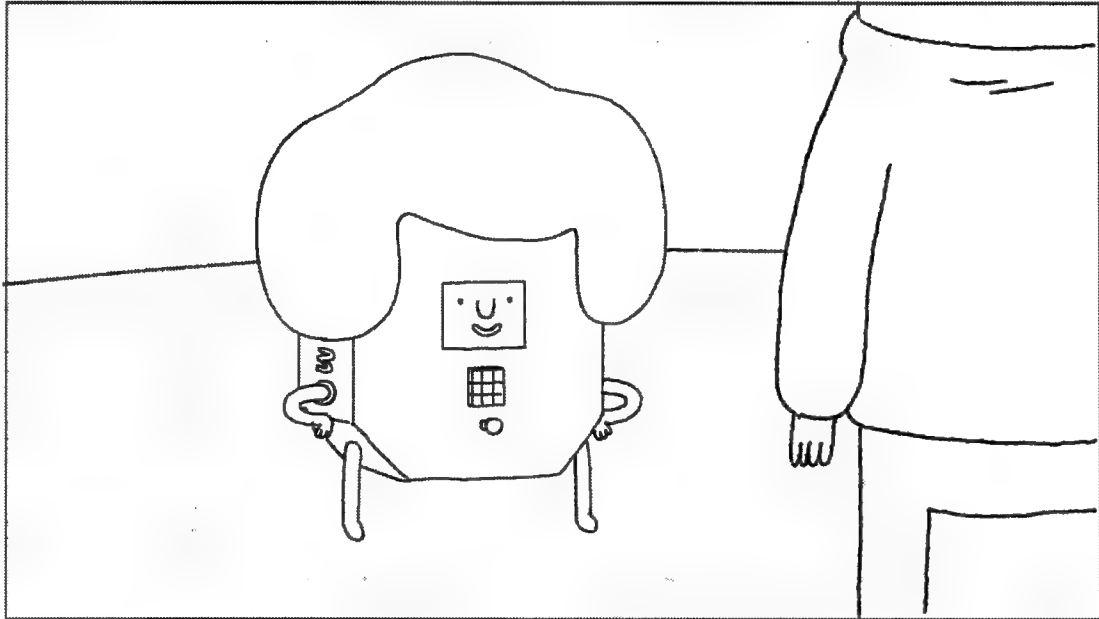


Sc. 77

Pnl. C

Bg.

day night

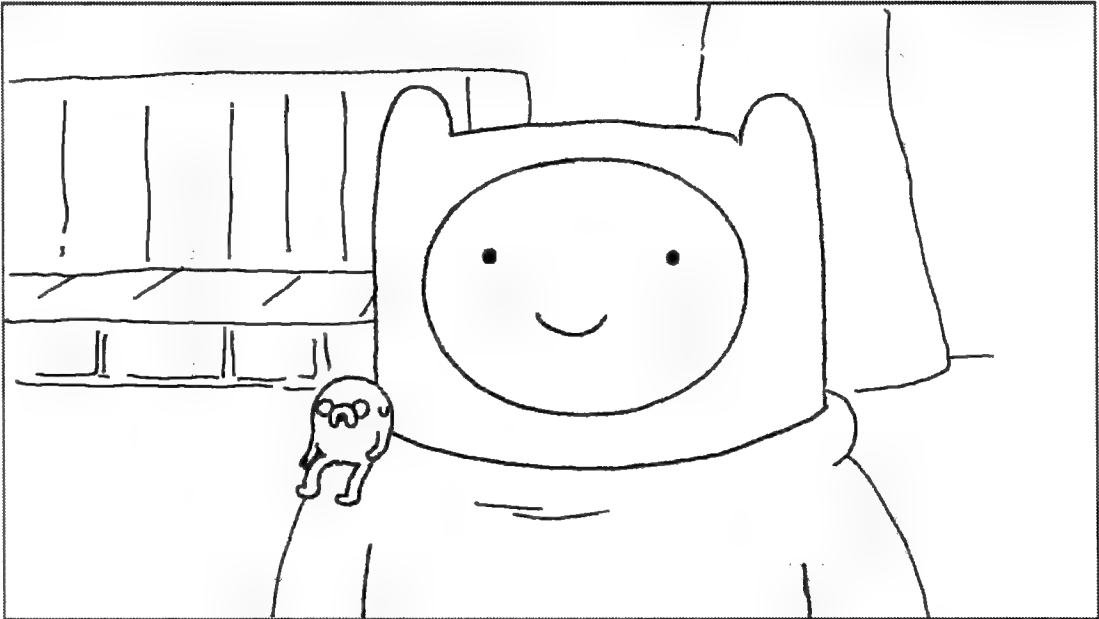


Sc. 78

Pnl. A

Bg.

day night



Dialog:

(M) (CONT) AND HAVE SOME FUN.

Action:

Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



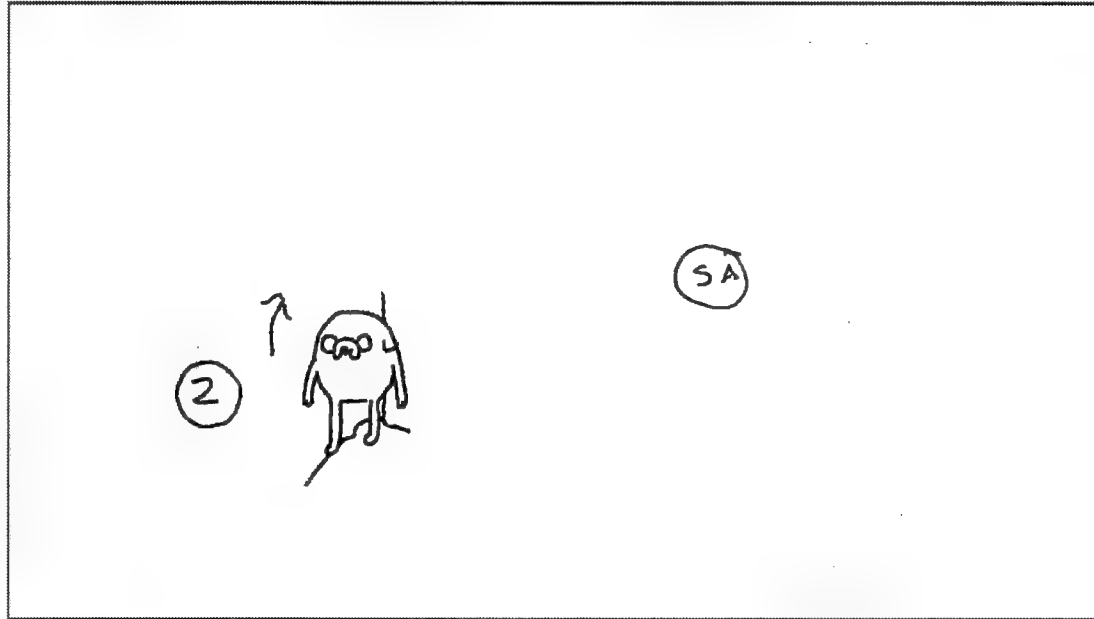
Page 91

Sc. 78

Pnl. B

Bg.

day night

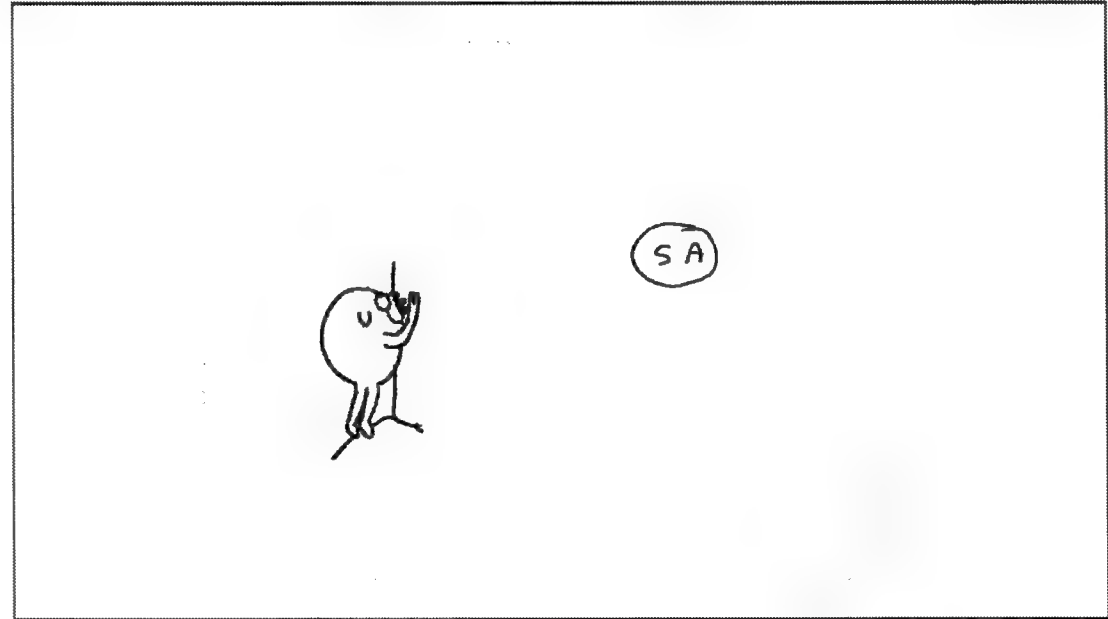


Sc. 78

Pnl. C

Bg.

day night



Dialog:

(LOUD WHISPER)
 I THINK I'M FEELING
 BETTER NOW!

Action:



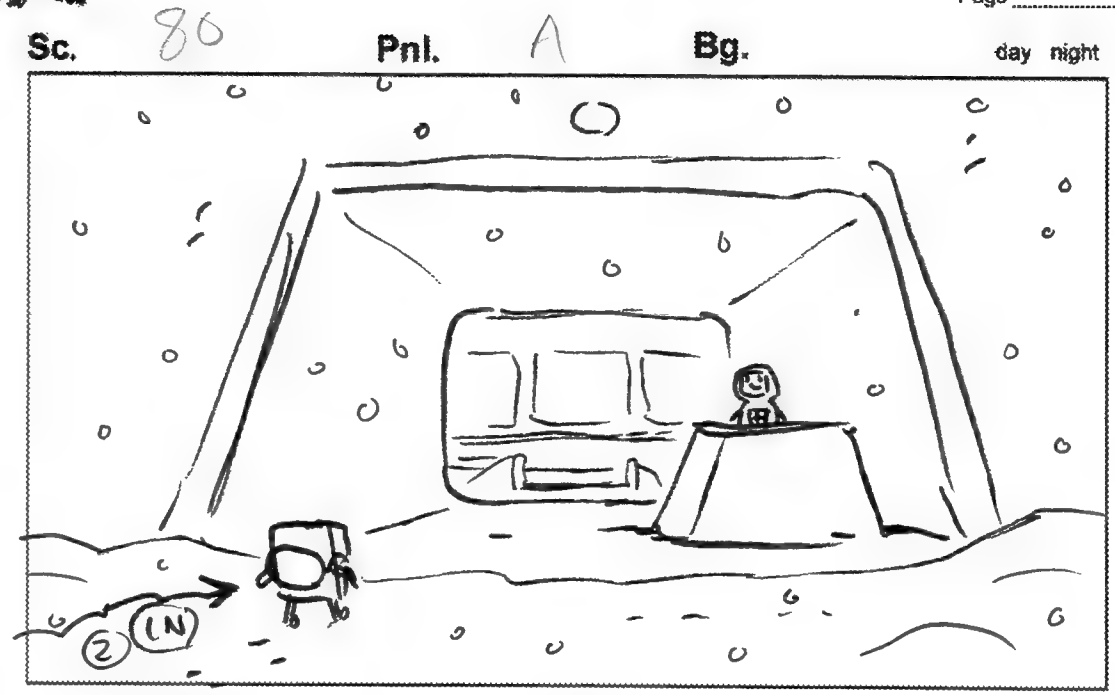
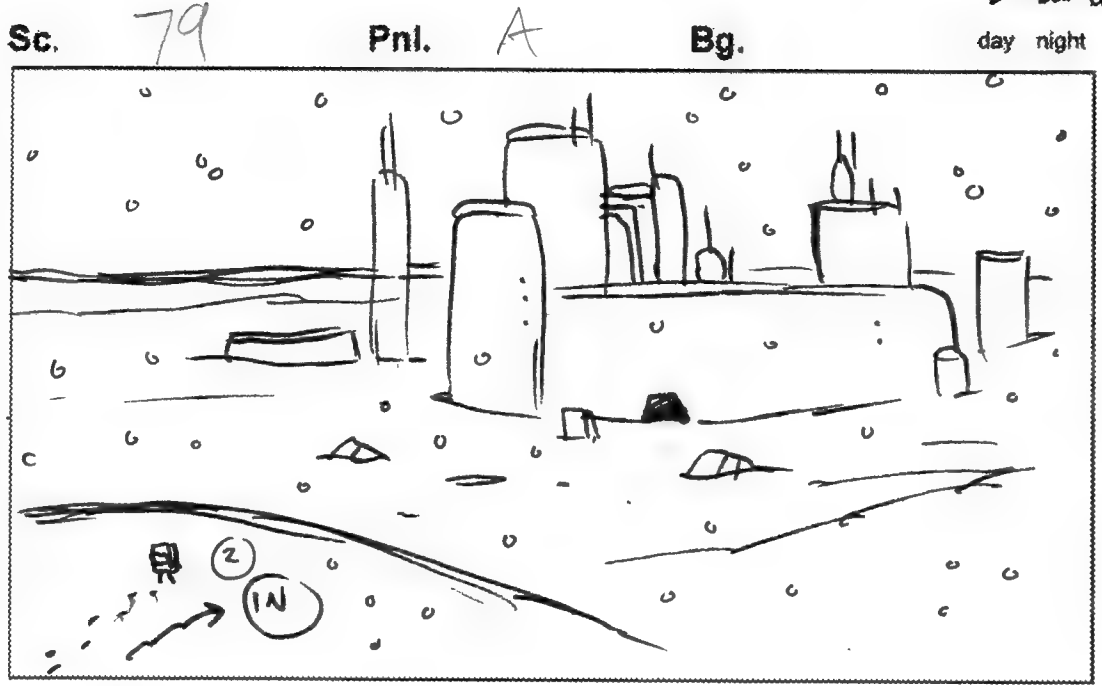
Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(DMO) OH! WOW, HEY!
(suspiciously over-the-top cheery) HELLO there BMO!

Action:

Timing:

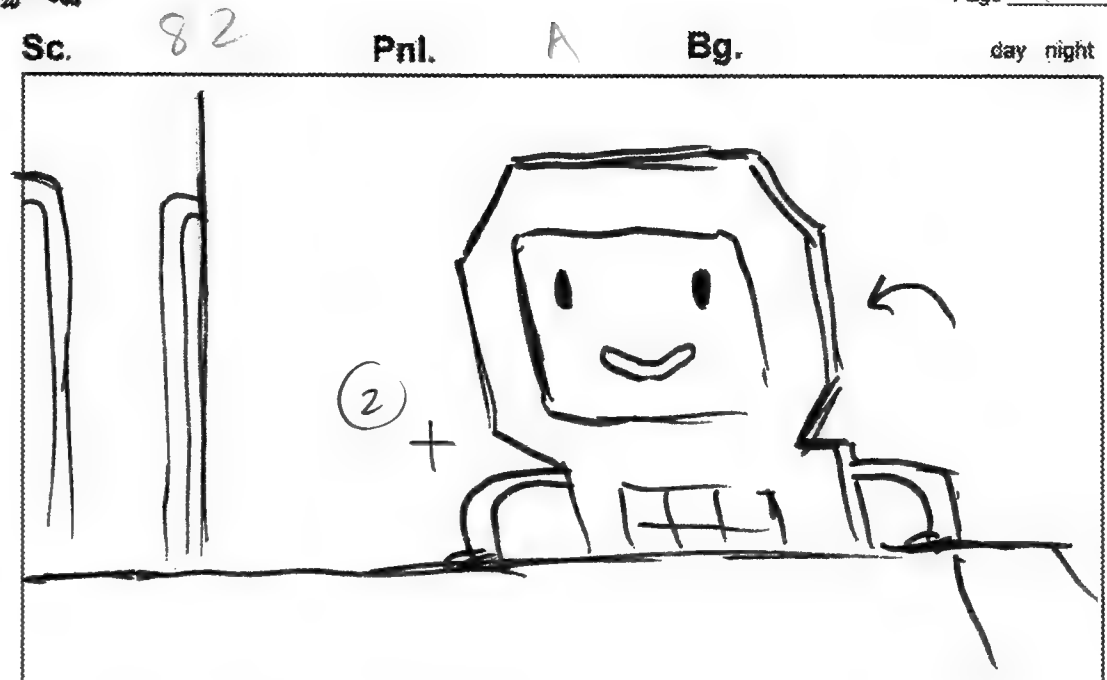
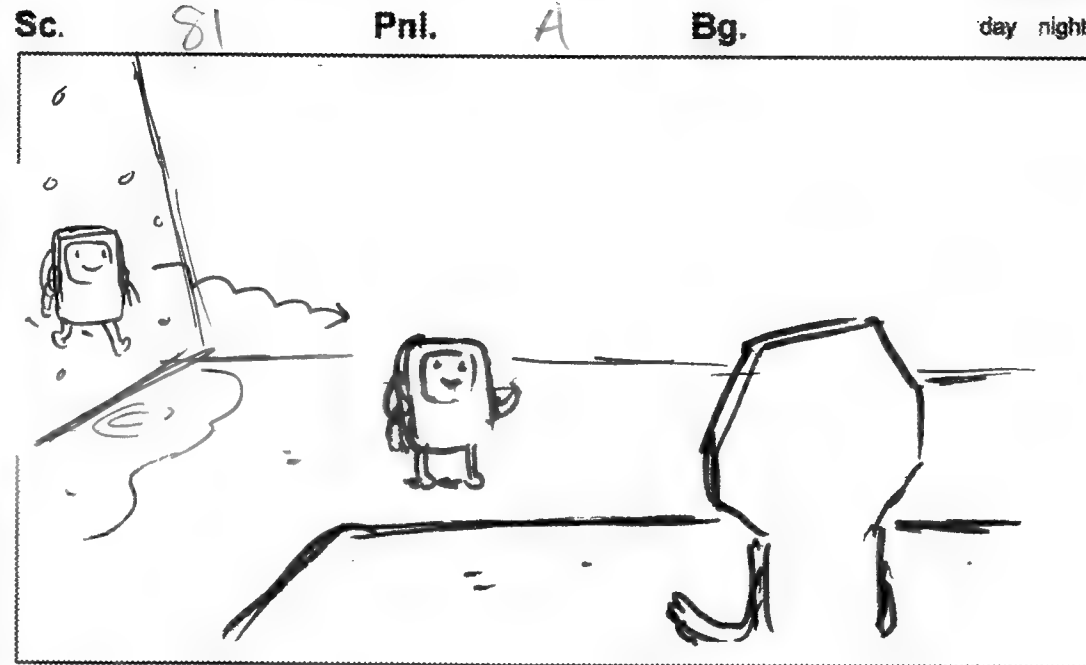
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Production :

ADVENTURE TIME



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Dialog:

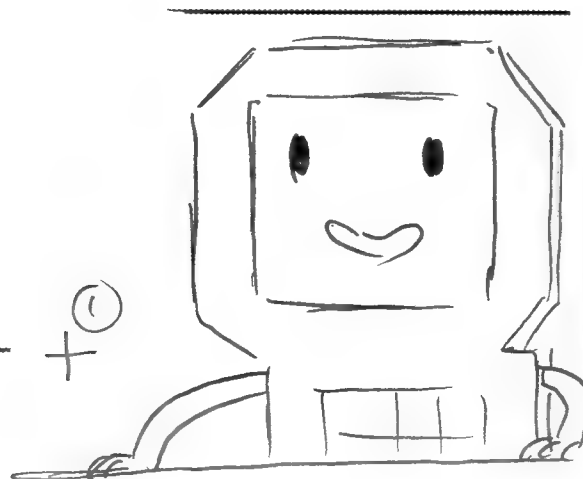
(BMO) Hello there DMO. I'm here on a birthday mission.

Action:

- BMO walks in and waves at DMO.

Timing:

(DMO) Yes yes - BMO -
(2) I know all about it!



ADVENTURE TIME



94

Page _____

Sc. 82 Pnl. B Bg. day night

Sc. 83 Pnl. A Bg. day night

| | | |
|---------|---|--|
| Dialog: | (DMO:) Moe left special instructions for you. | (DMO) He wants you to stand on this "X" over here. |
| Action: | | - DMO points at X on floor (offscreen) - BMO walks toward it. |
| Timing: | | |

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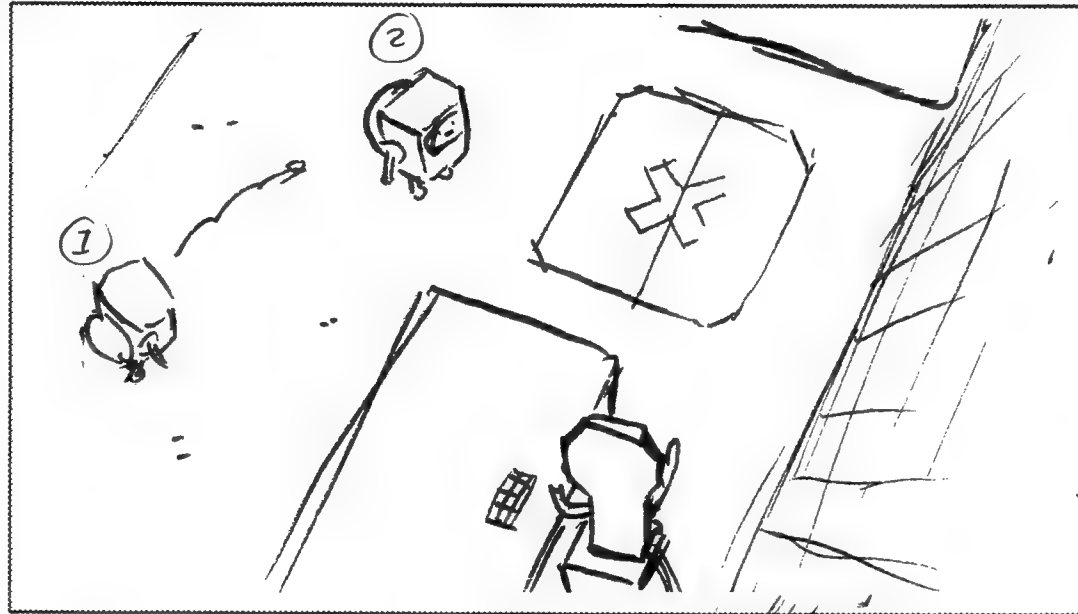
Production :

ADVENTURE TIME

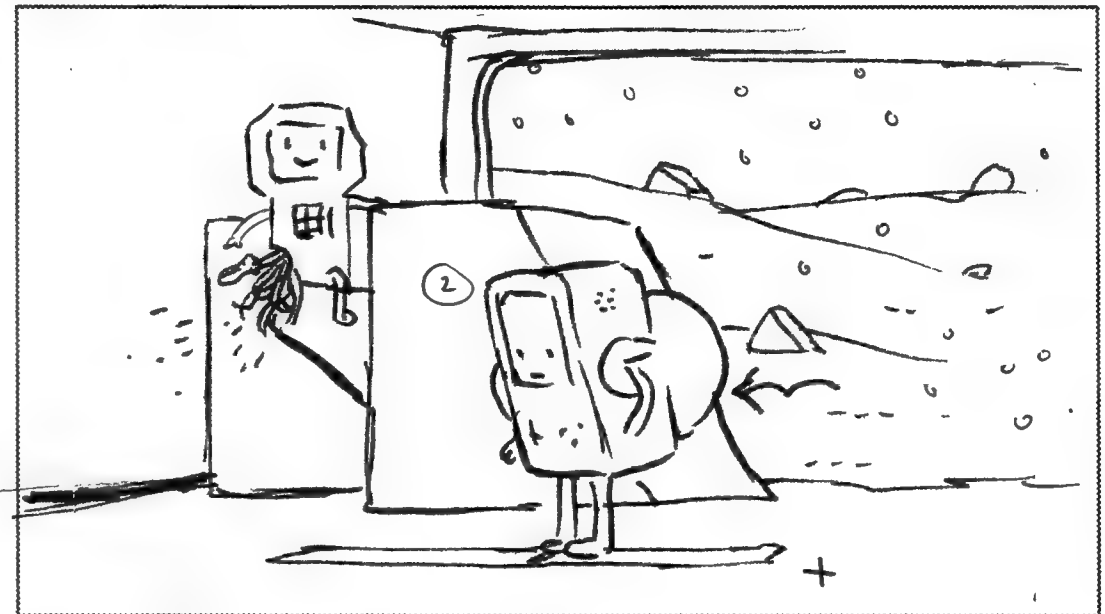


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Sc. 84 Pnl. A Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:

BMO oh...okay..

Action:

- BMO walks up to "X"

- BMO walks onto "X"
- Sparks fly out of BMO.

Timing:



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Production :

ADVENTURE TIME



Sc. 85 Pnl. B Bg. day night

BG/SA

Sc. 86 Pnl. A Bg. day night

| | | |
|---------|------------------|---------------|
| Dialog: | (BMO) Like this? | (BMO): DMG... |
| Action: | * G A S P * | |
| Timing: | | |

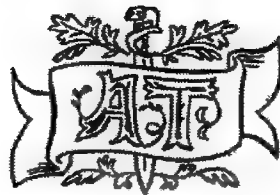
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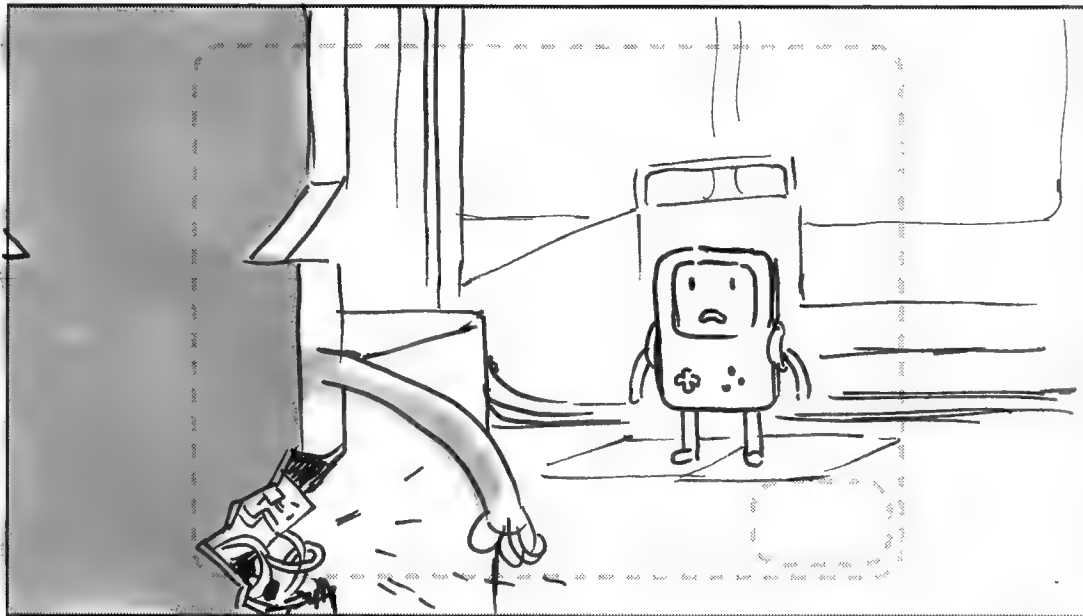
Production :

ADVENTURE TIME

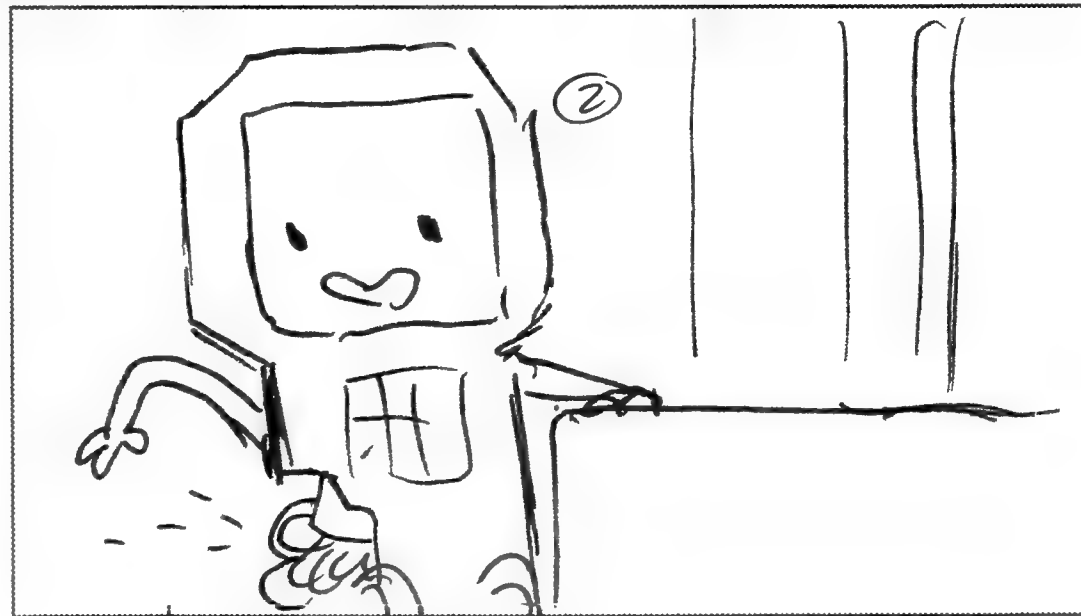


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Sc. 87 Pnl. A Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog: (BMO) → what happened?

(DMO) Oh, this? *haha* - it's nothing

Action:

- DMO looks down at his broken body

Timing:



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EPISODE #

Production :

ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night

Sc. 89 Pnl. A Bg. day night

| | | |
|---------|---------------------------|-------------|
| Dialog: | (Dmo) it's just whatever. | (Bmo) eh... |
| Action: | | |
| Timing: | | |

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1034-224

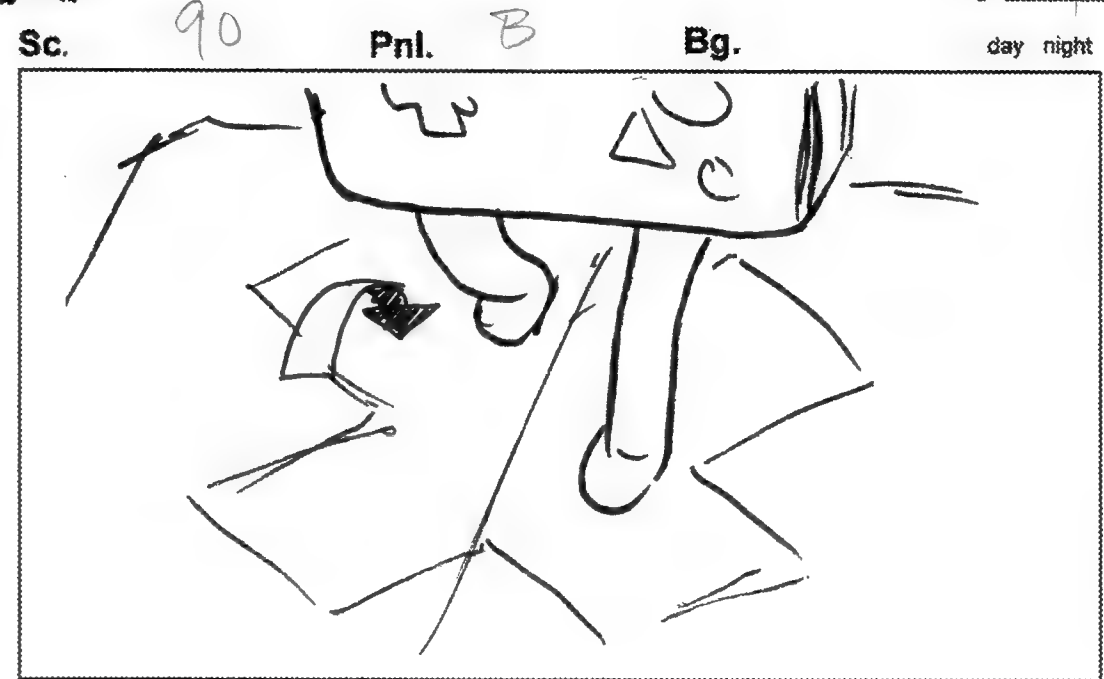
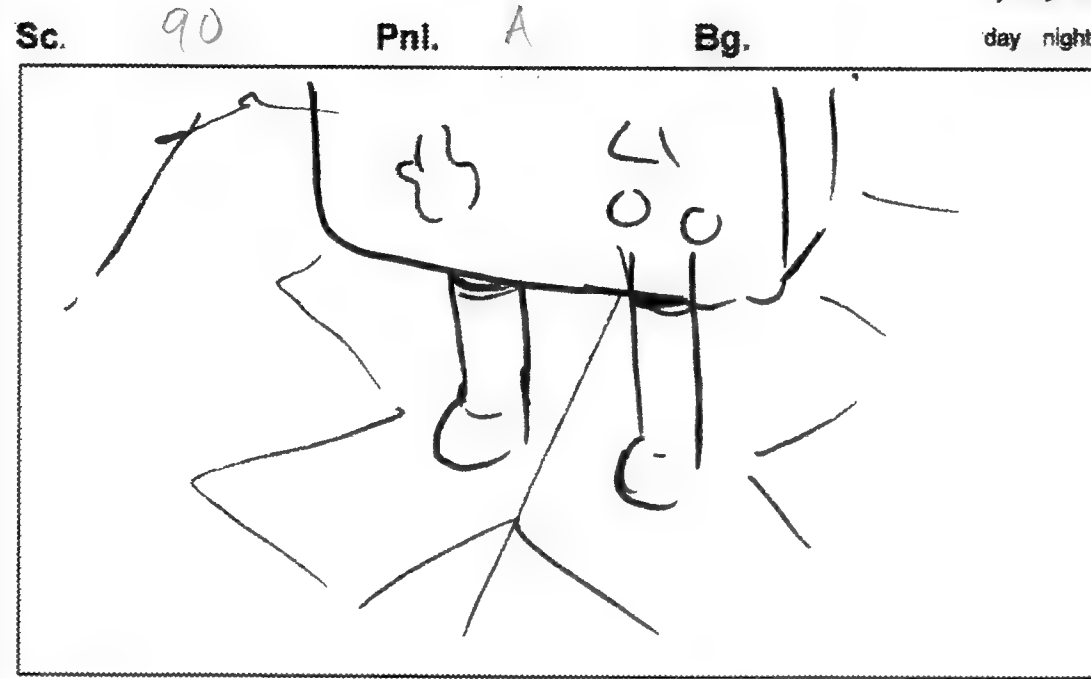
EPISODE #

Production :

ADVENTURE TIME



Page 99
day night



Dialog:

BMO I don't
know about
this DMO...

Action:

- BMO steps back, very
slowly/cautiously - like backing
away from Bear or Snake.

Timing:

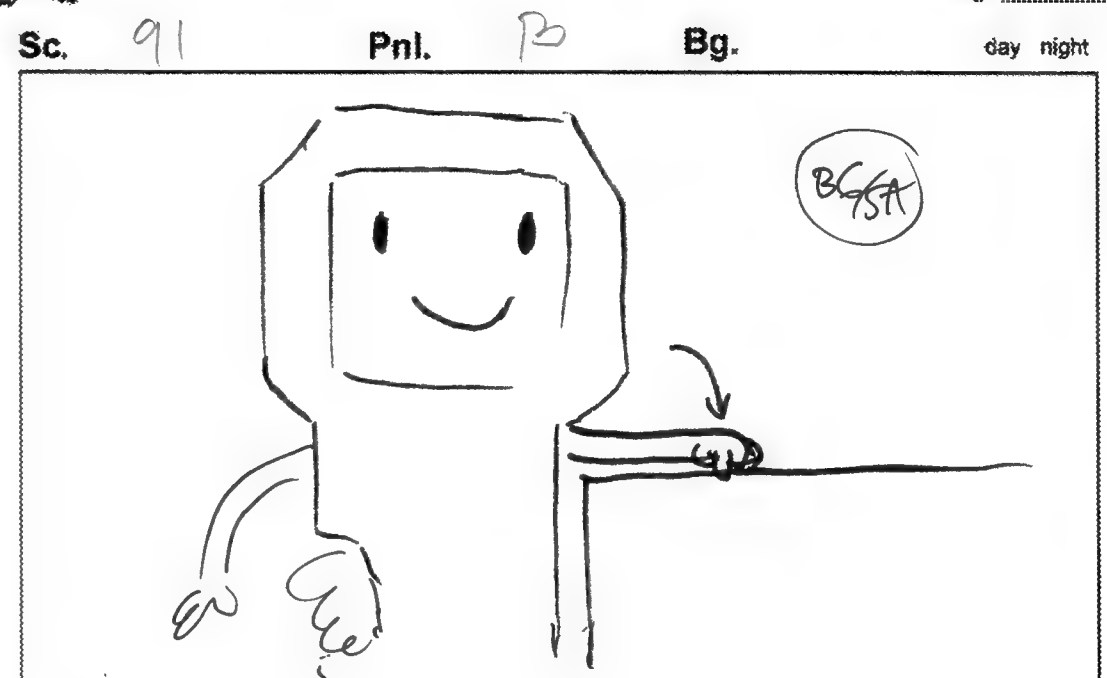
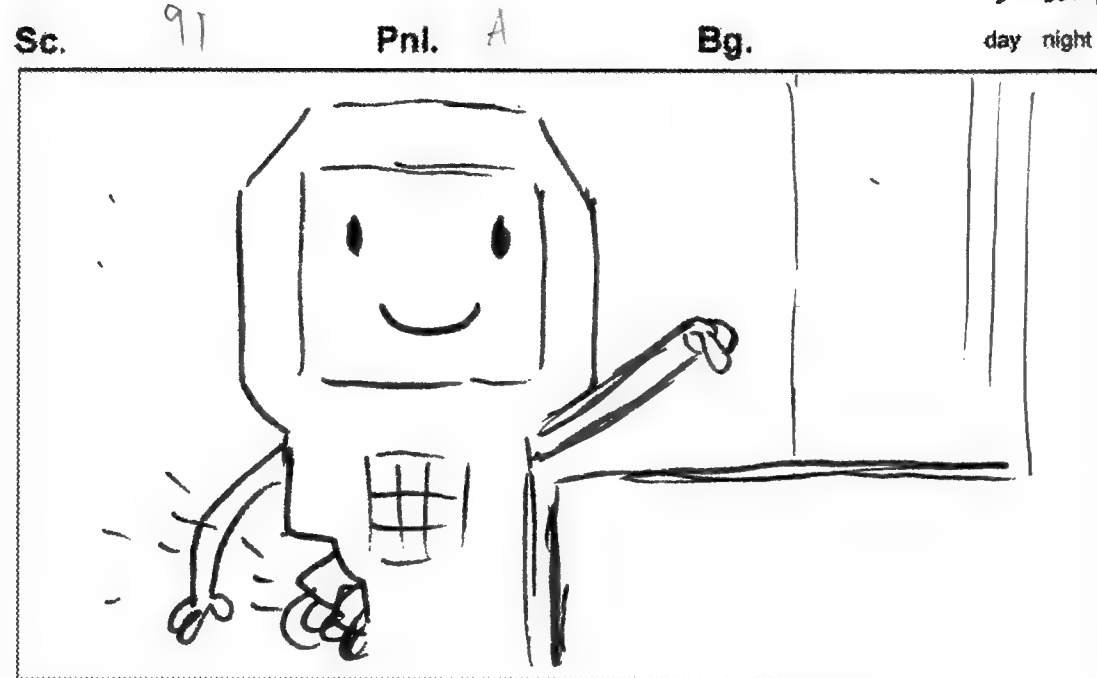
EPISODE # 1034-224

Production :

ADVENTURE TIME



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| | |
|--|--|
| <p>Dialog:</p> <p>Action:</p> <p>Timing:</p> | <p><u>BMO</u> Something doesn't feel</p> <p>R - - : BZZT -</p> <p>- BMO presses button on console.</p> |
|--|--|

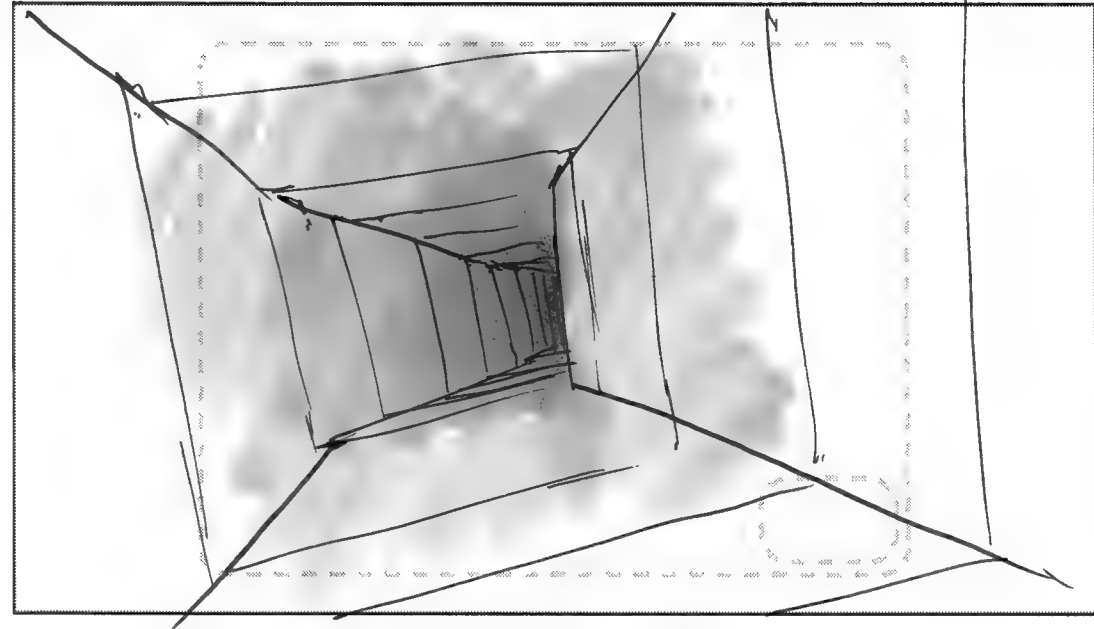
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day night



$\text{BMO} \rightarrow r, i, I, I, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, Y, \dots$

- BMO drops into trap door.

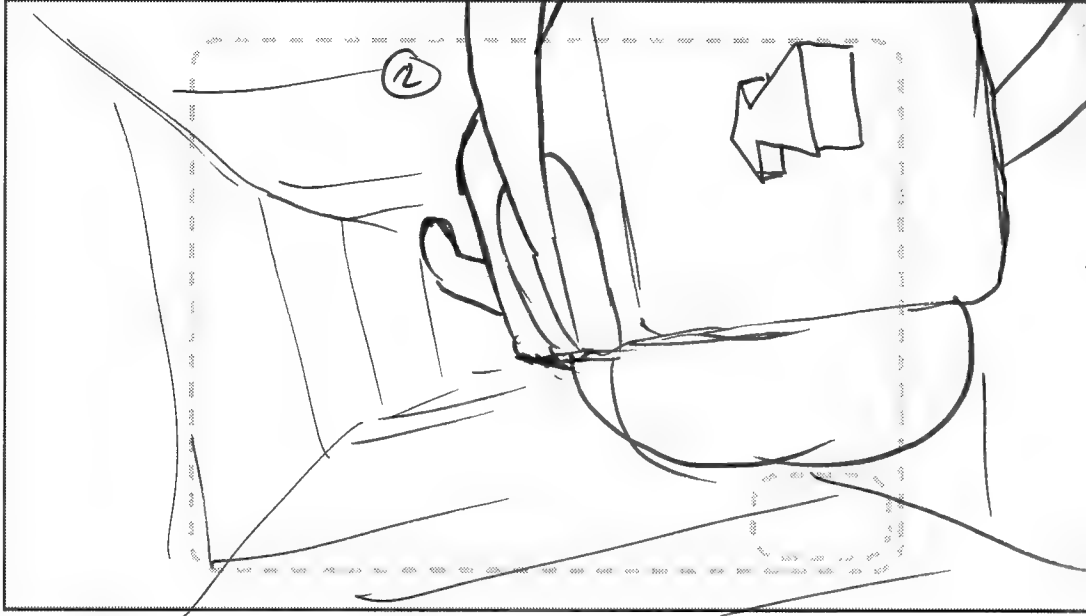
Production :

ADVENTURE TIME

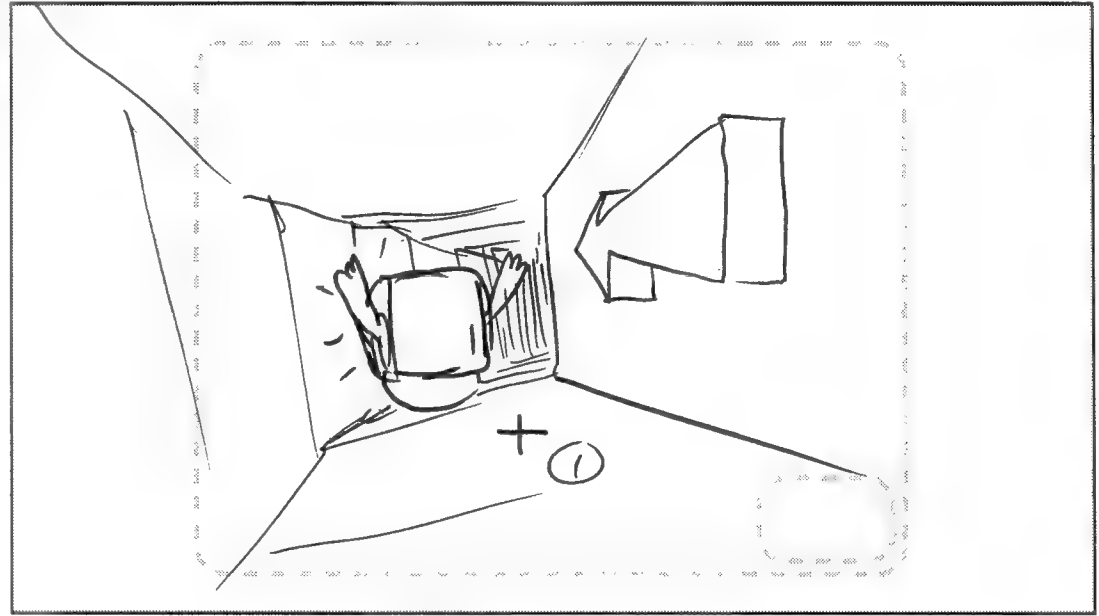


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Sc. 93 Pnl. B Bg. day night



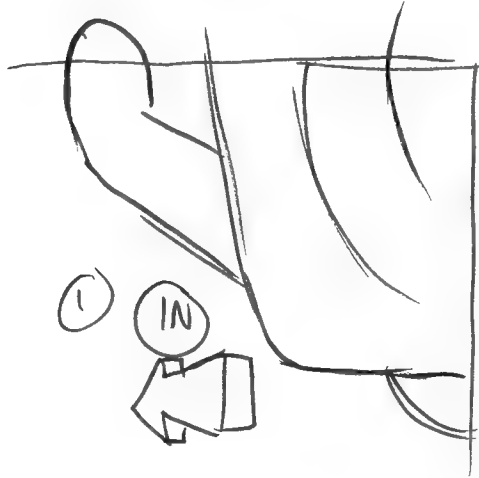
Sc. 93 Pnl. C Bg. day night



Dialog:

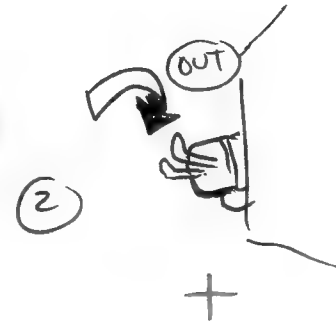
Action:

Timing:



Sfx: BANG

- BMO bounces
off vent wall,
then down off screen

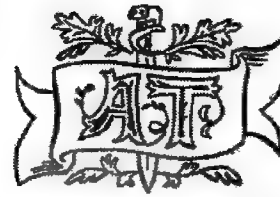


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Production :

ADVENTURE TIME



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Sc.

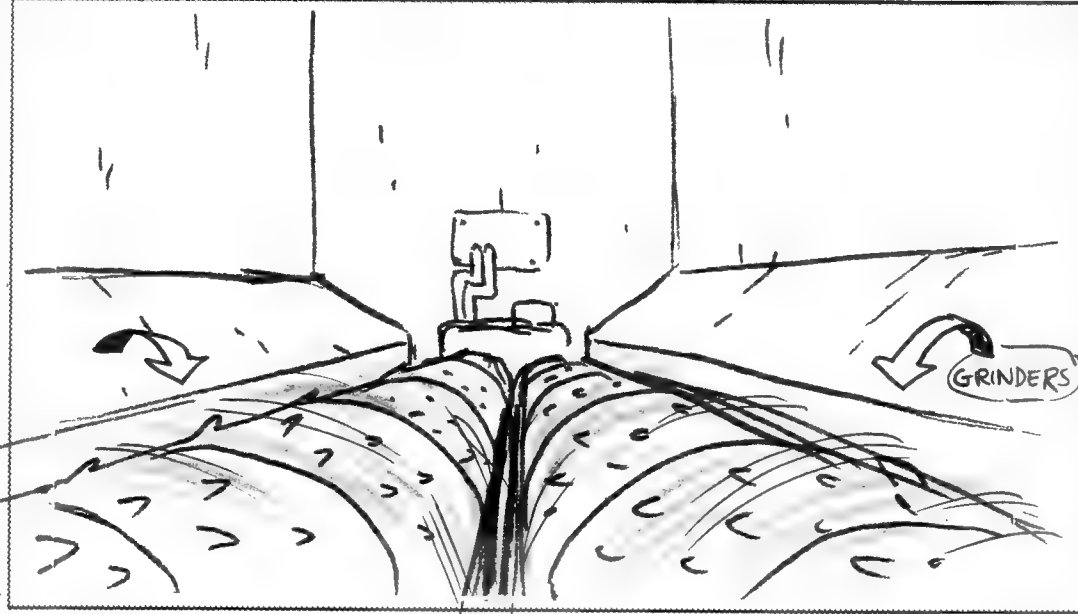
94

Pnl.

1

Bg.

day night



Sc.

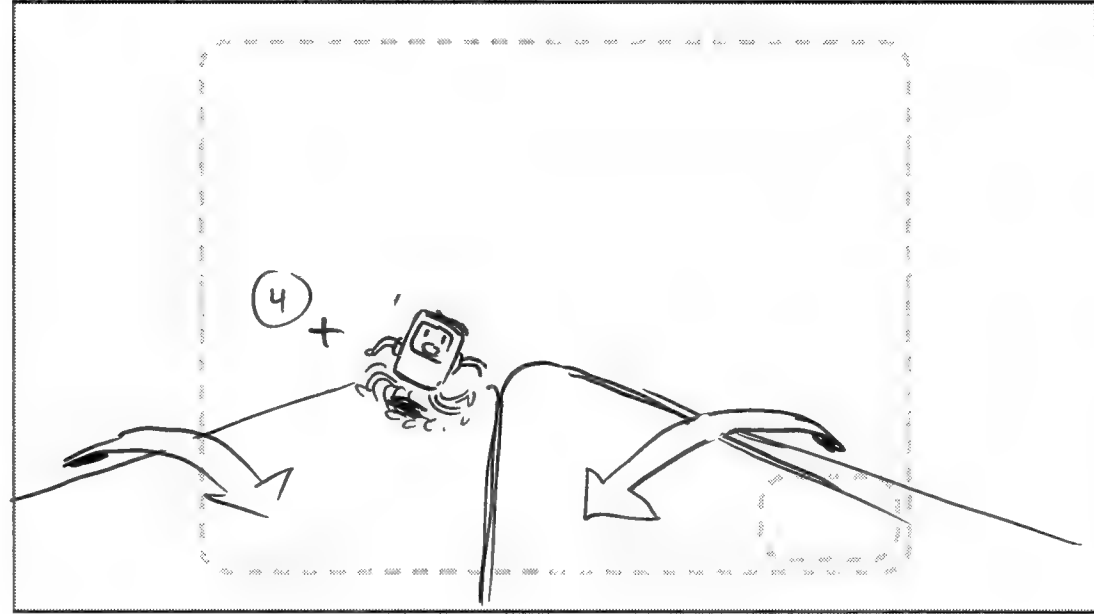
94

Pnl.

B

Bg.

day night



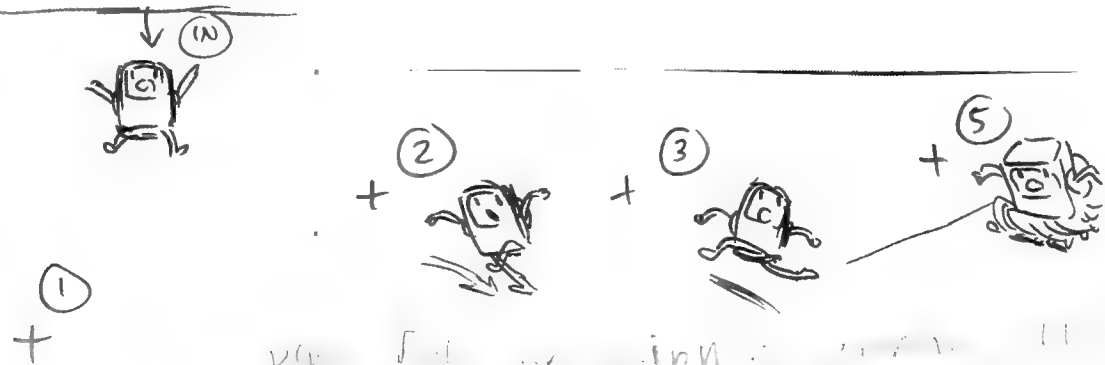
Dialog:

(BMO) w w h h h H → H A A A A A A A →

Action:

- Grinding wheels
Spin rapidly.

Timing:



For the first time in the series, the character is running towards the wheel.

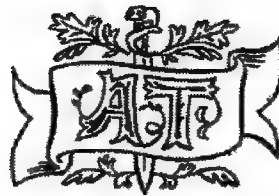
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ADVENTURE TIME



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Sc.

94

Pnl.

C

Bg.

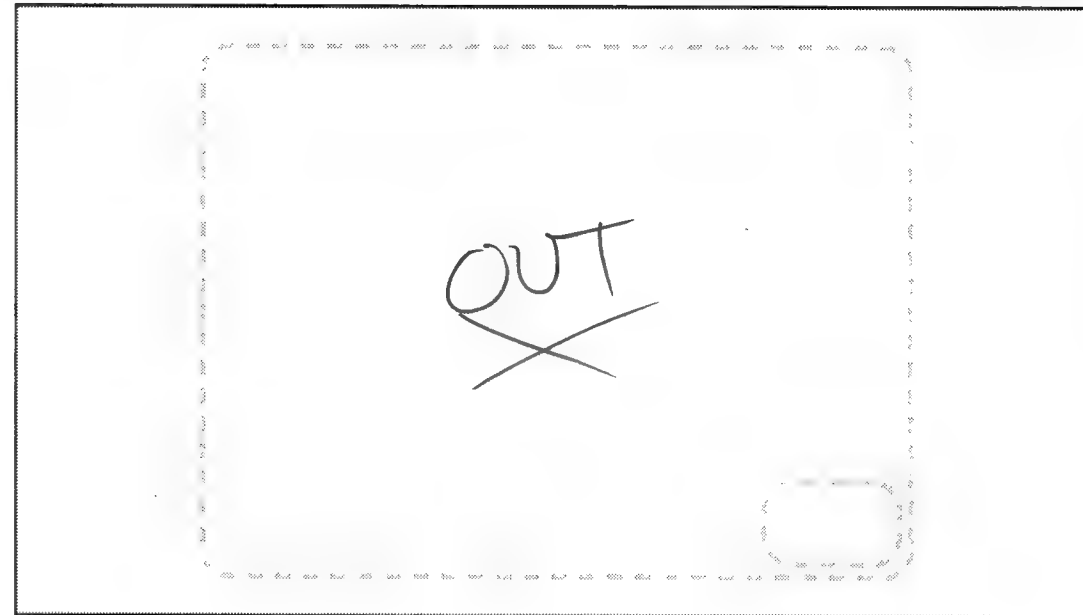
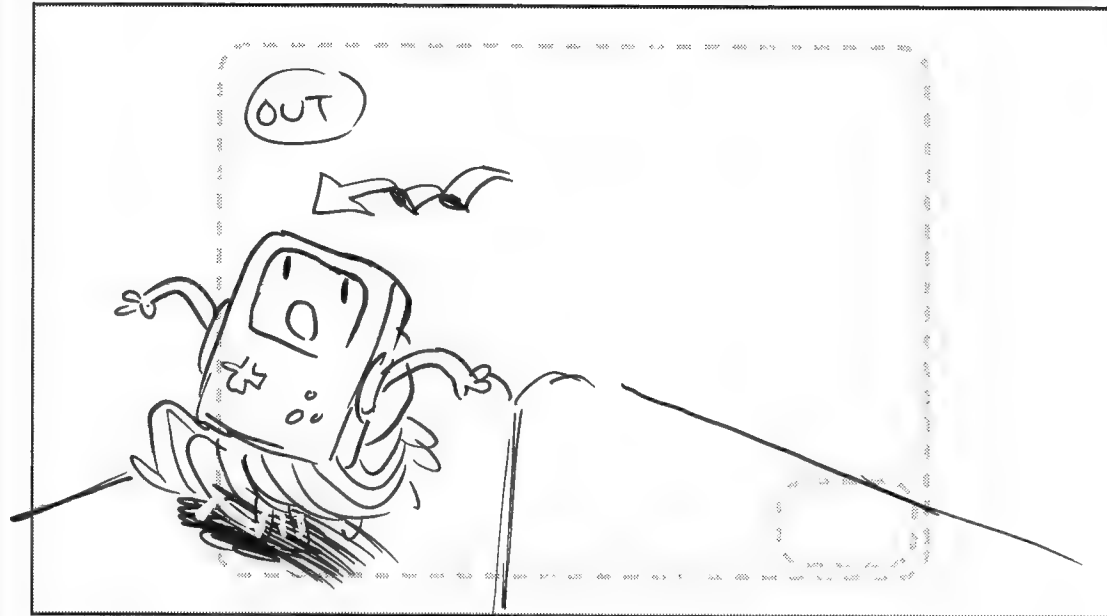
day night

Sc.

Pnl.

Bg.

day night



Dialog:

→ A A A A A →

Action:

- BMO runs forward

Timing:

Production :

EPISODE #

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ADVENTURE TIME



Page 105

Sc.

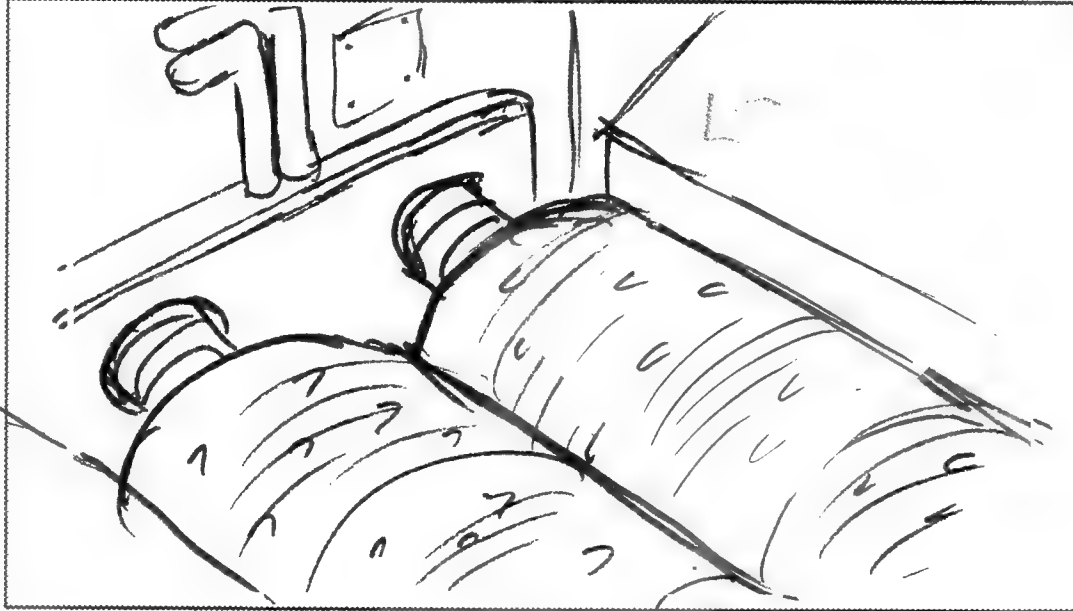
95

Pnl.

1

Bg.

day night



Sc.

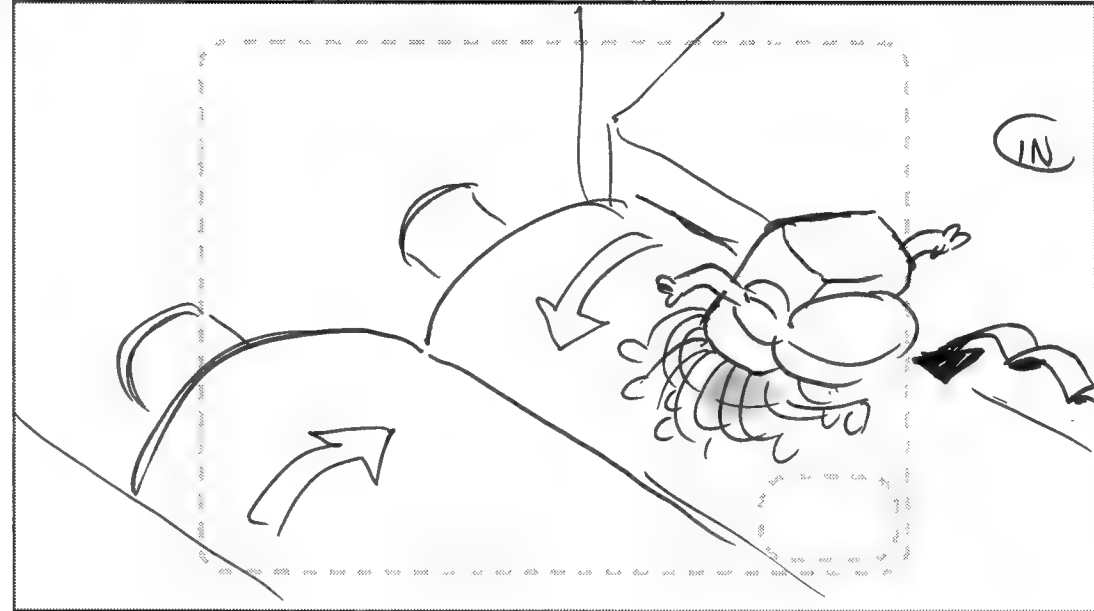
95

Pnl.

B

Bg.

day night



Dialog:

→ A A A A A → A A A A A →

Action:

- BMC runs in

Timing:

EPISODE # 1034-224

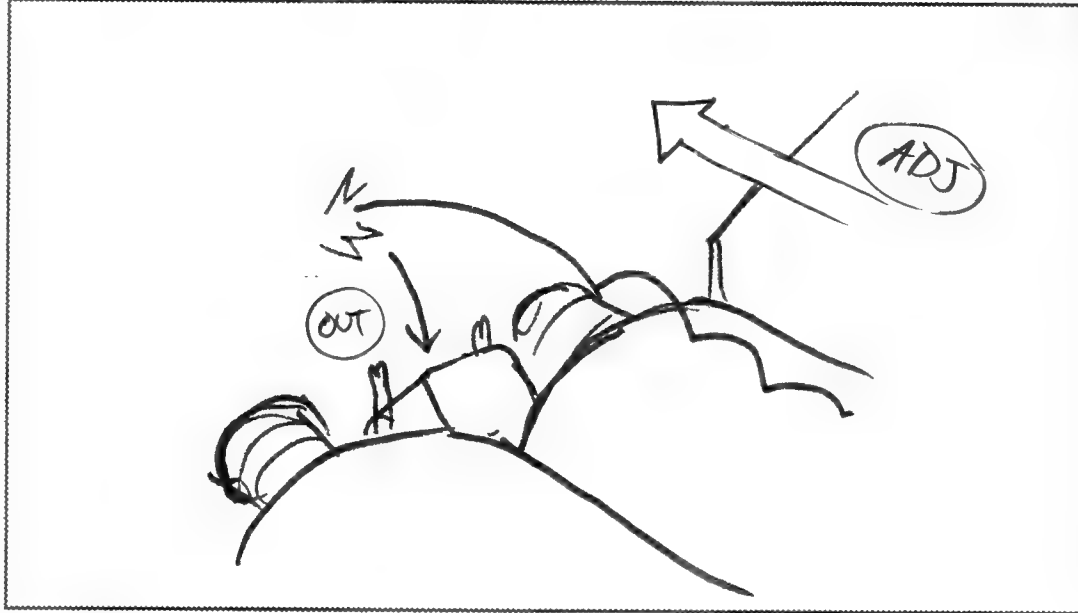
Production :

ADVENTURE TIME

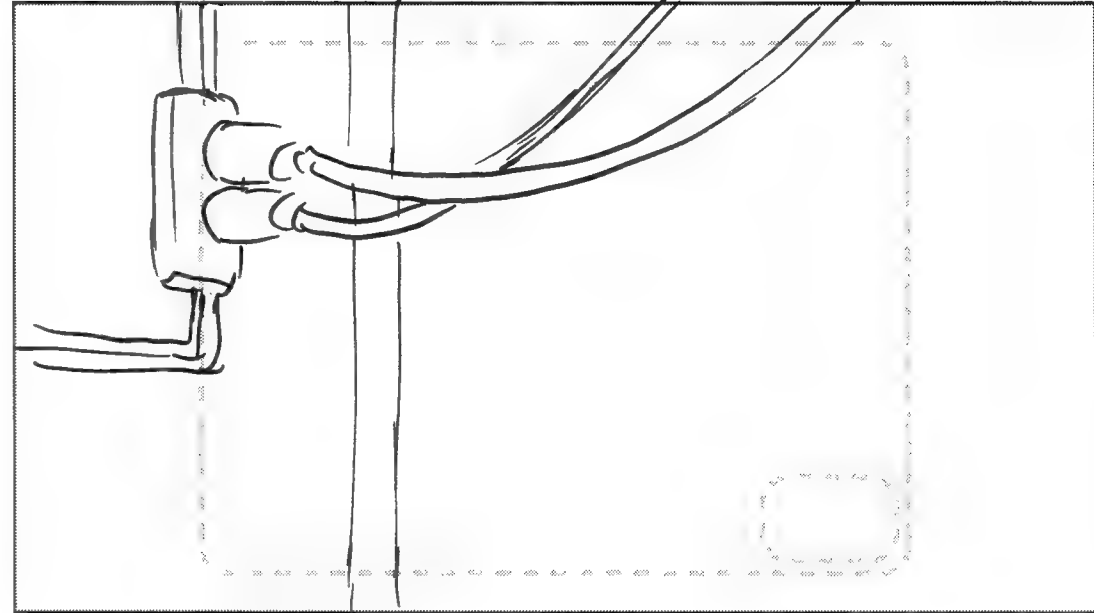


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Sc. 95 Pnl. 1 Bg. day night



Sc. 96 Pnl. A Bg. day night



Dialog:

→ A A A * OOF * !!!

Action:

- BMO runs right off grinder w/out slowing, then bounces down into the machinery.

Timing:

1034-224

EPISODE #

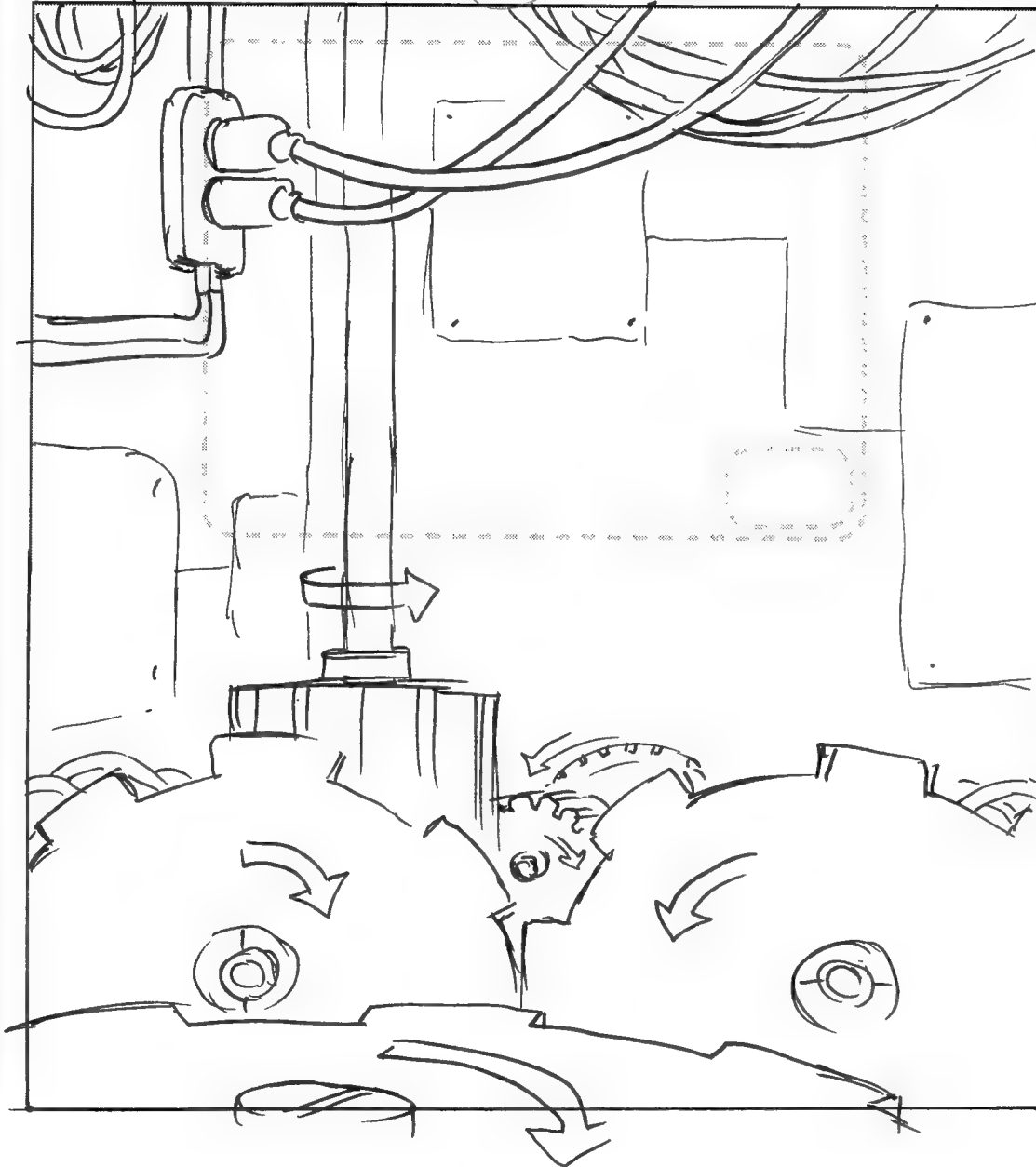
Production :

ADVENTURE TIME



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Sc. 96 Pnl. BG Bg. day night



| |
|--|
| Dialog: |
| Action: - Gears spin fast + dangerous. |
| Timing: |

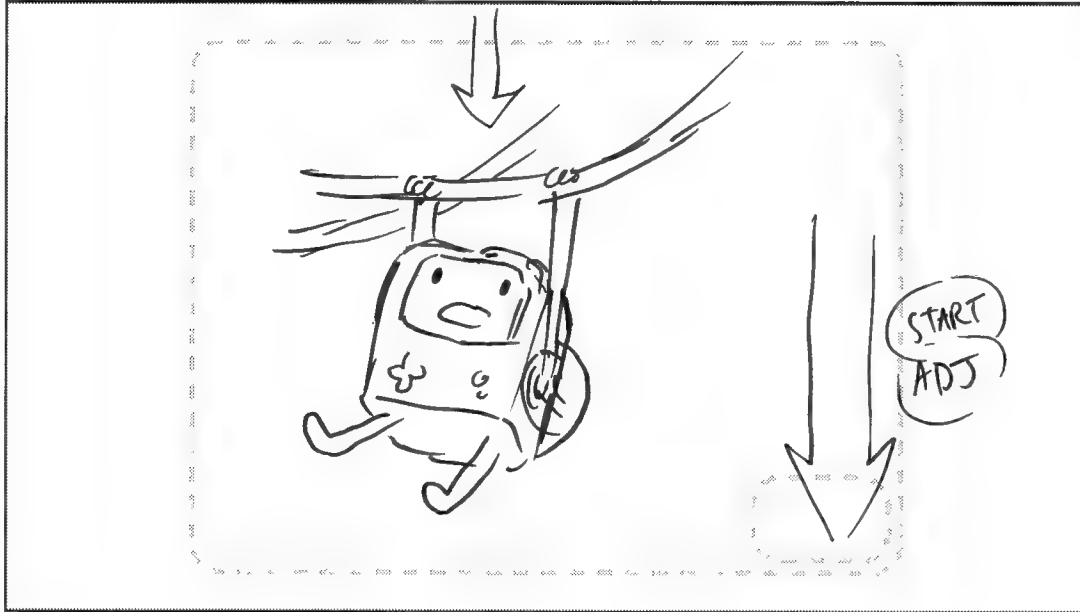
EPISODE # 1034-224 Production :

ADVENTURE TIME

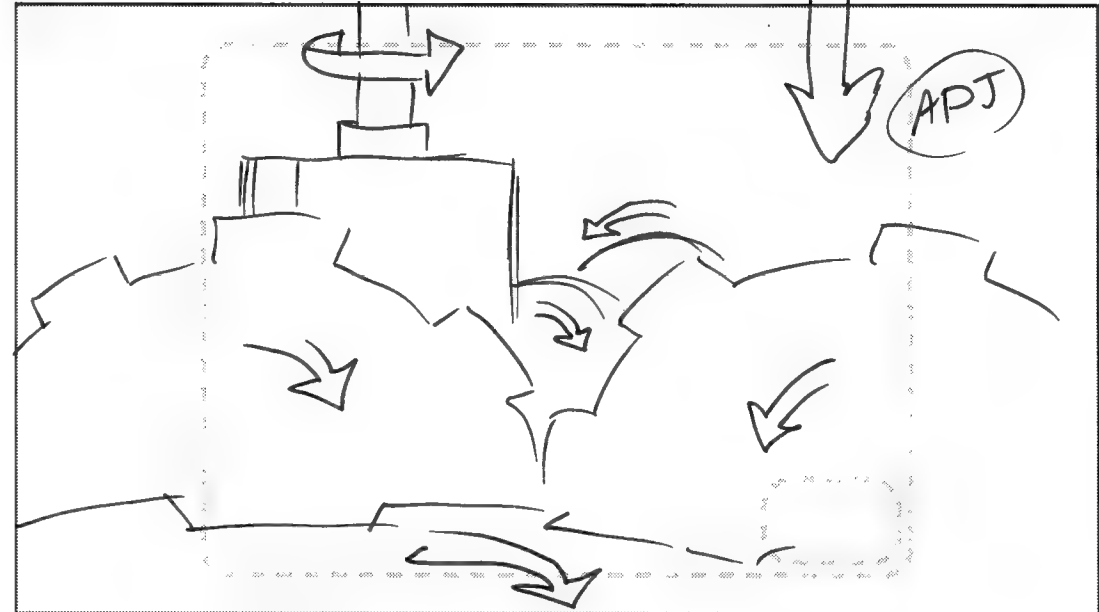


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Sc. 96 Pnl. B Bg. day night



Sc. 96 Pnl. C Bg. day night



Dialog:

Action:

- BMO catches wire.

- "cameraman" doesn't realize BMO caught wire and pans past, down to spinning gears.

Timing:

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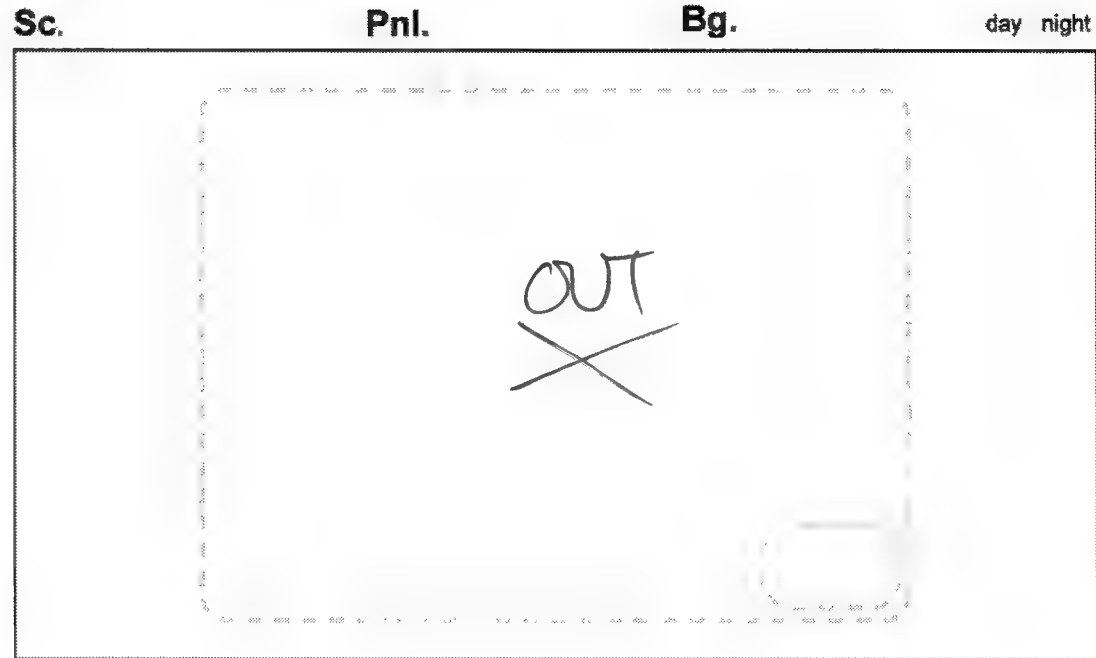
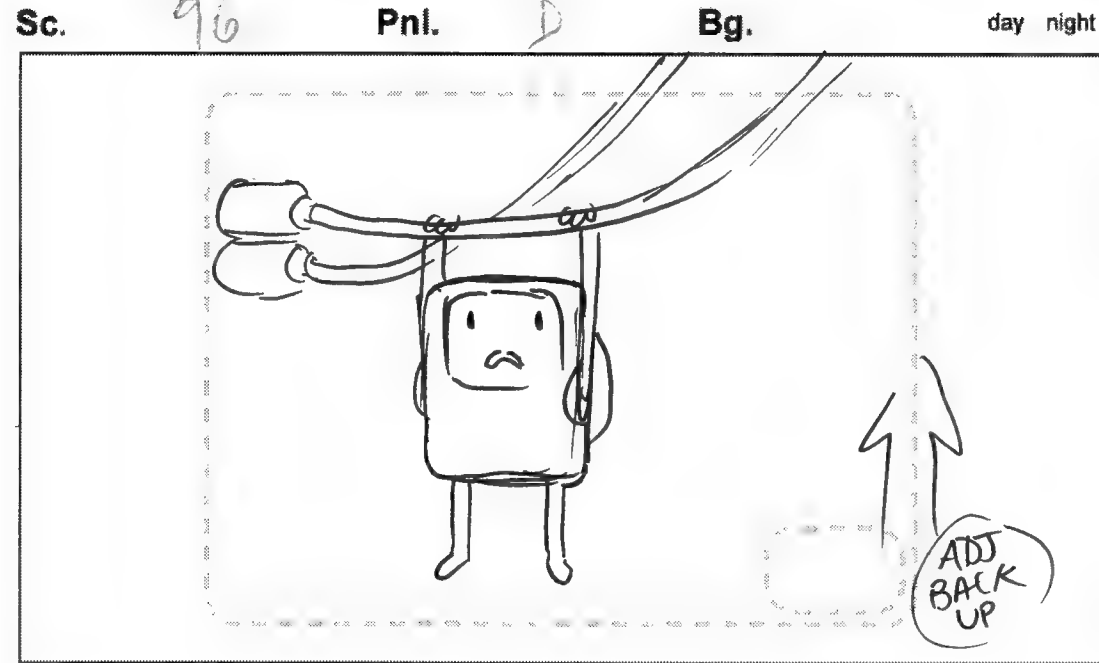
Production :

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ADVENTURE TIME



Page 109



Dialog:

Action: "cameraman" realizes mistake, pans back up to BMO.

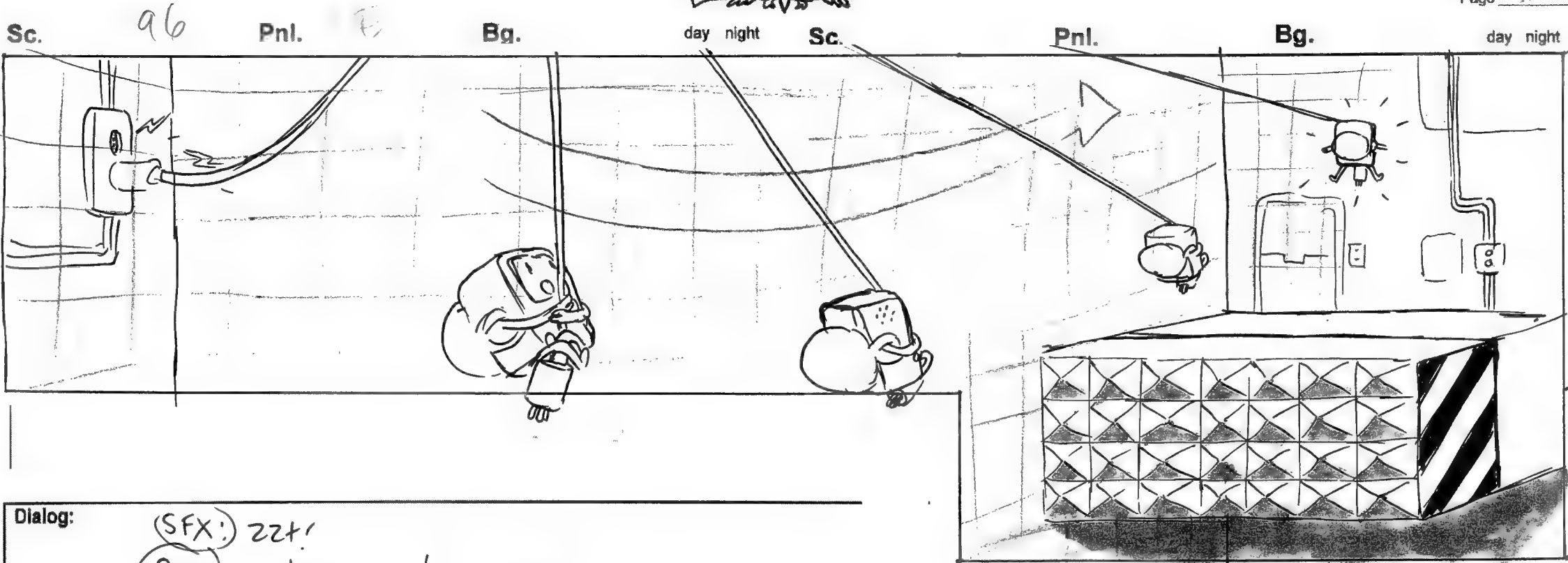
Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



Dialog:

(SFX:) zzt!
BMO: WHAAAA! * OOF *

Action:

- Plug disconnects from socket, sending BMO swinging, then BMO smacks into wall.

Timing:

EPISODE #

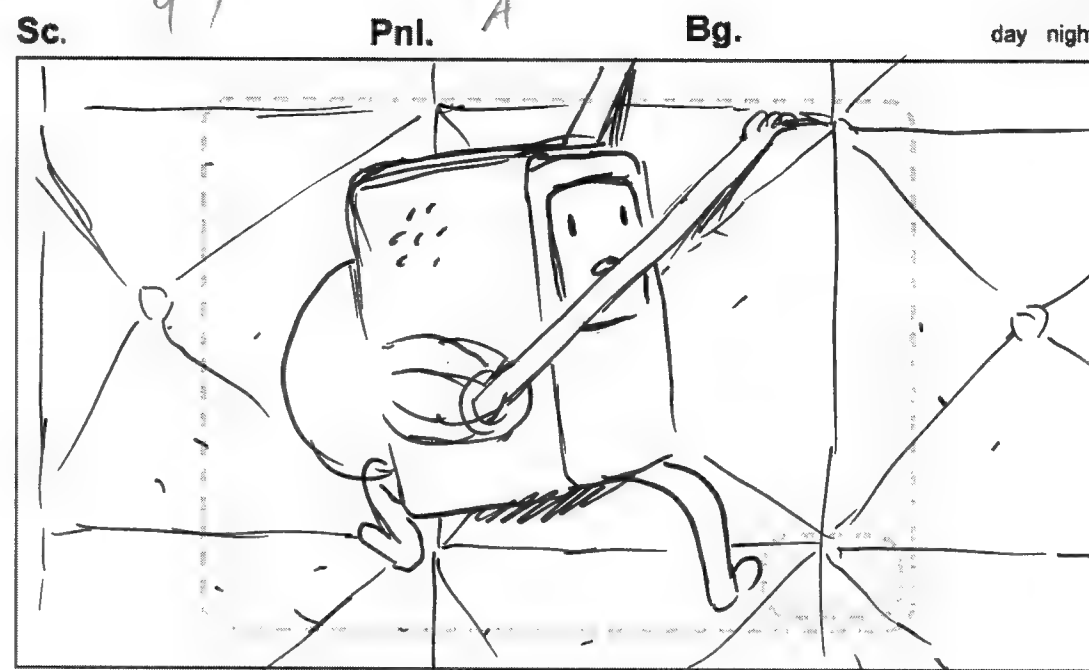
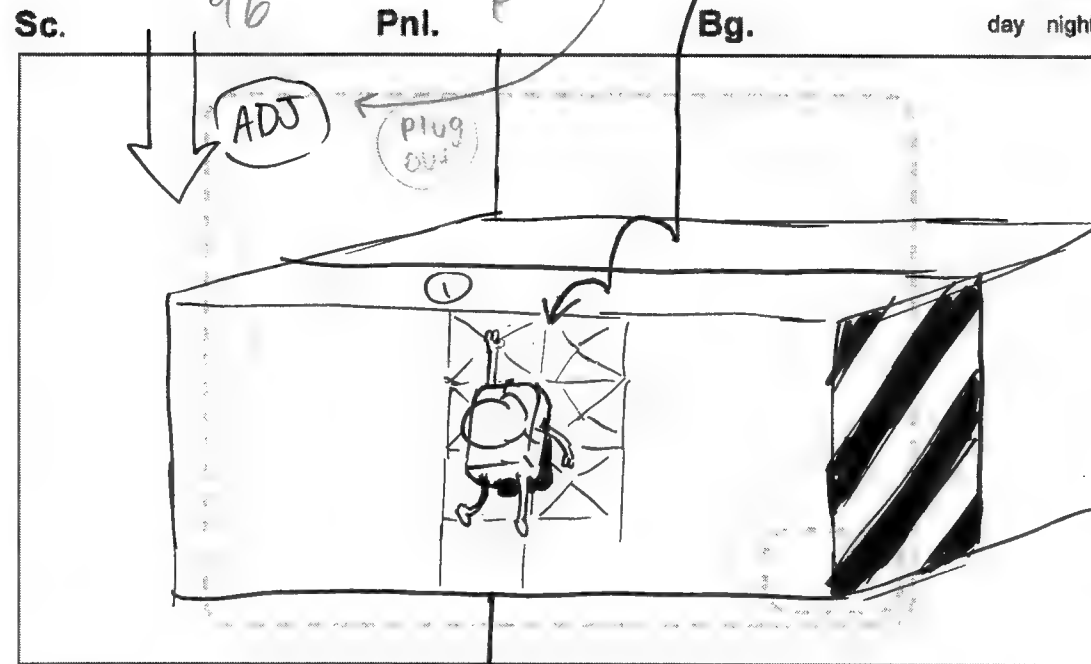
Production :

1034-224

ADVENTURE TIME

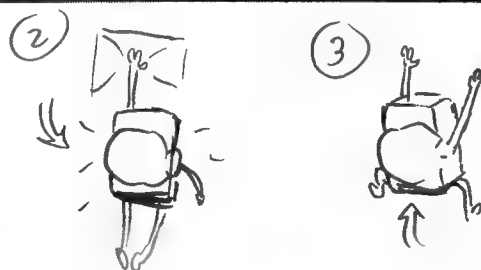


Page 411



Dialog:

Action:



- Bmo bounces down
but catches hold of
a washer facet.

Timing:

Production :

EPISODE #

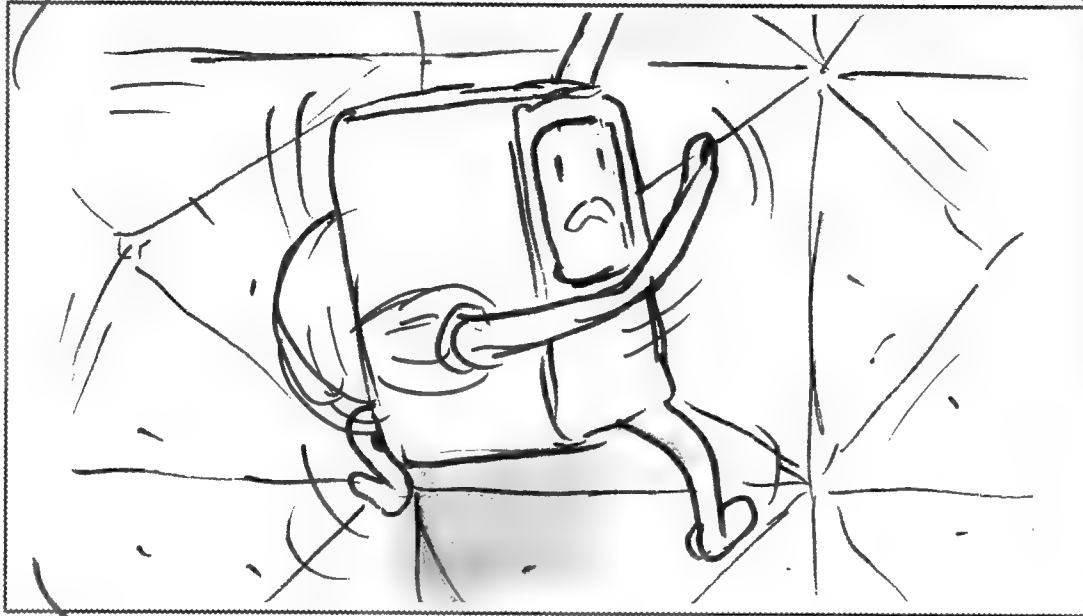
1034-224

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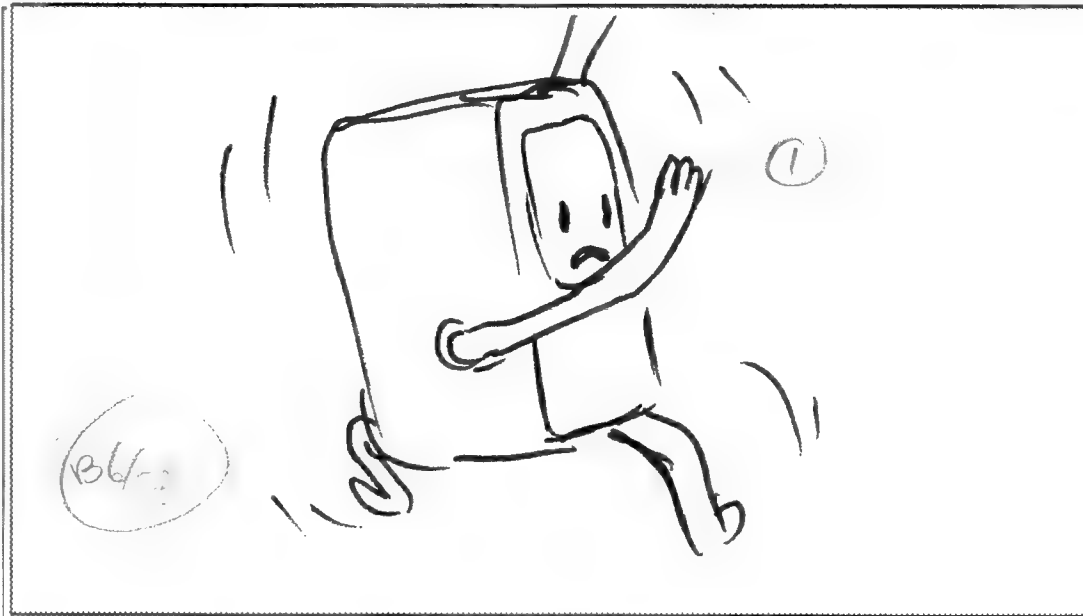
ADVENTURE TIME



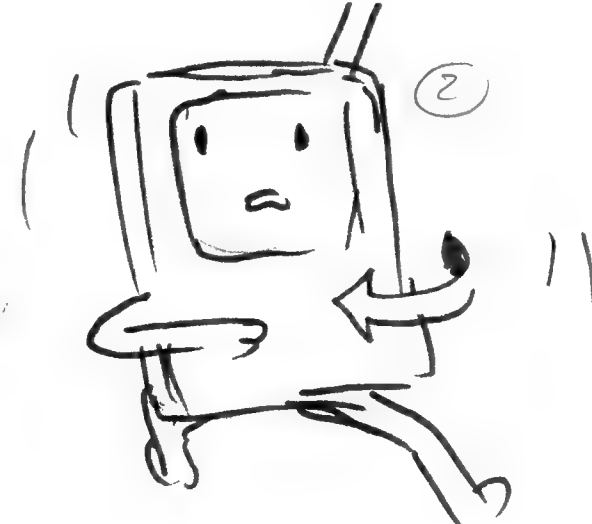
Sc. 97 Pnl. 1 Bg. day night



Sc. 97 Pnl. 2 Bg. day night



| | | |
|---------|----------------------------------|--------------------------------------|
| Dialog: | SFX: RUMBLE | |
| Action: | - washer begins to shake/wobble. | - BMO turns to see what's happening. |
| Timing: | | |



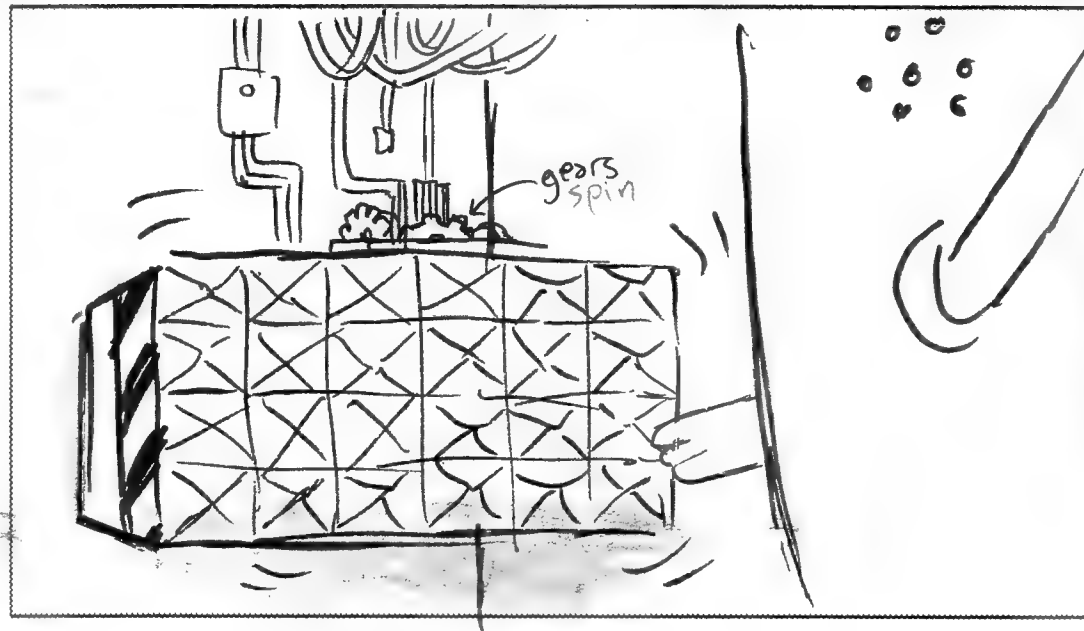
EPISODE # 1034-224
Production :

ADVENTURE TIME

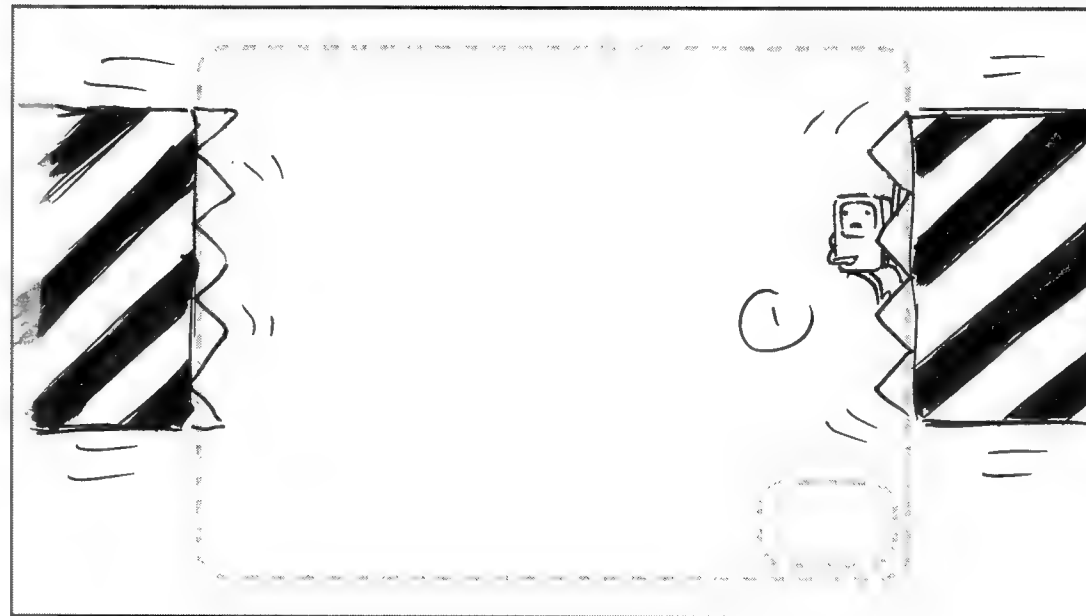


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Sc. 98 Pnl. 1 Bg. day night



Sc. 99 Pnl. 1 Bg. day night



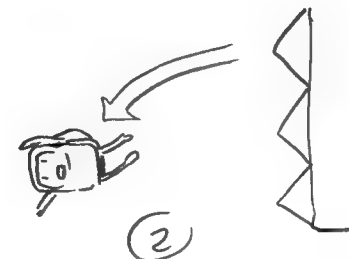
Dialog:

SFX: FUMPLE

Action:

- BMO leaps

Timing:



Production :

EPISODE #

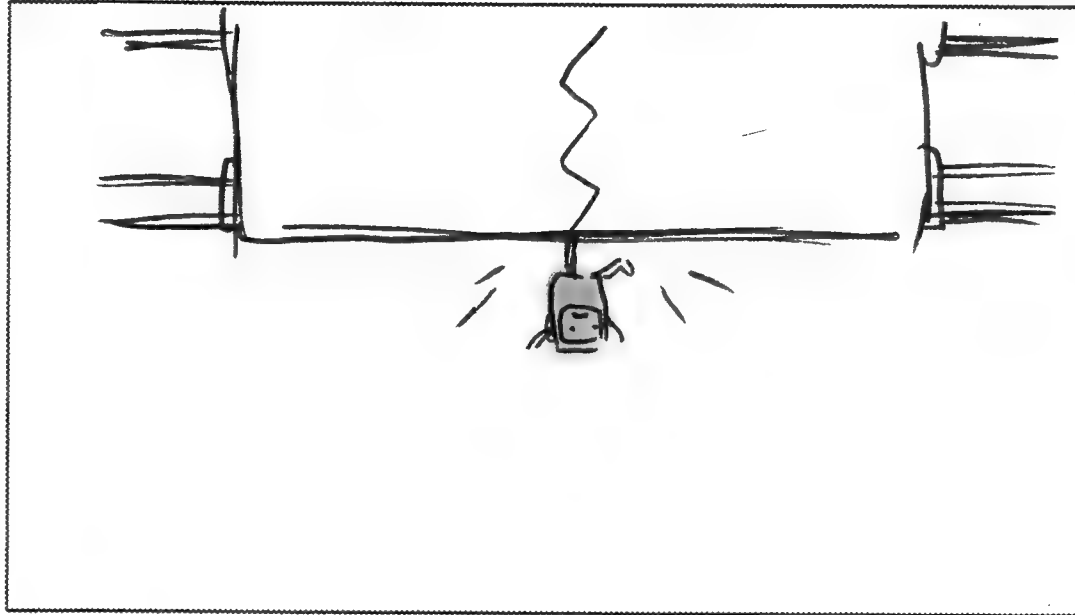
1034-224

ADVENTURE TIME

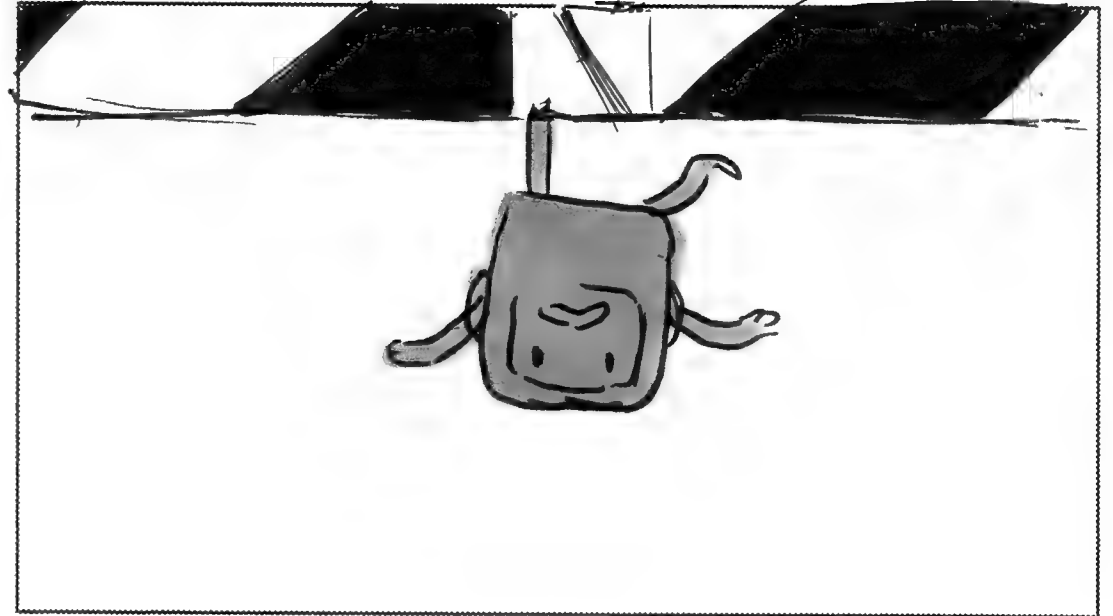


Page 115

Sc. 99 Pnl. C Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:

Action:

- Final washer catches BMO's foot.

Timing:

(BMO) *panting -
catching
breath *

EPISODE # 1034-224

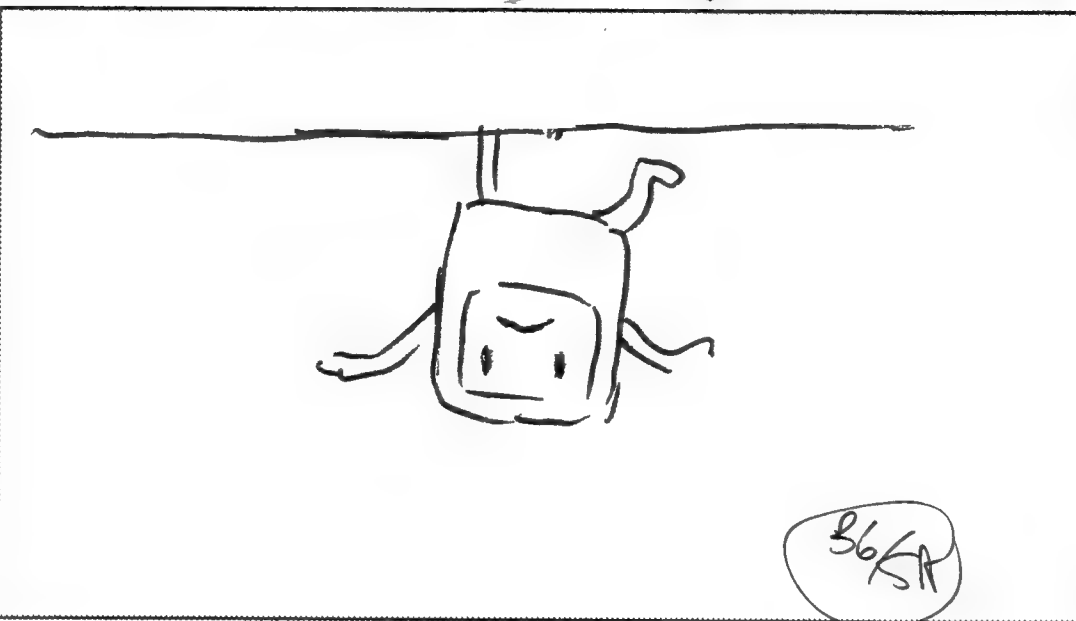
Production :

ADVENTURE TIME



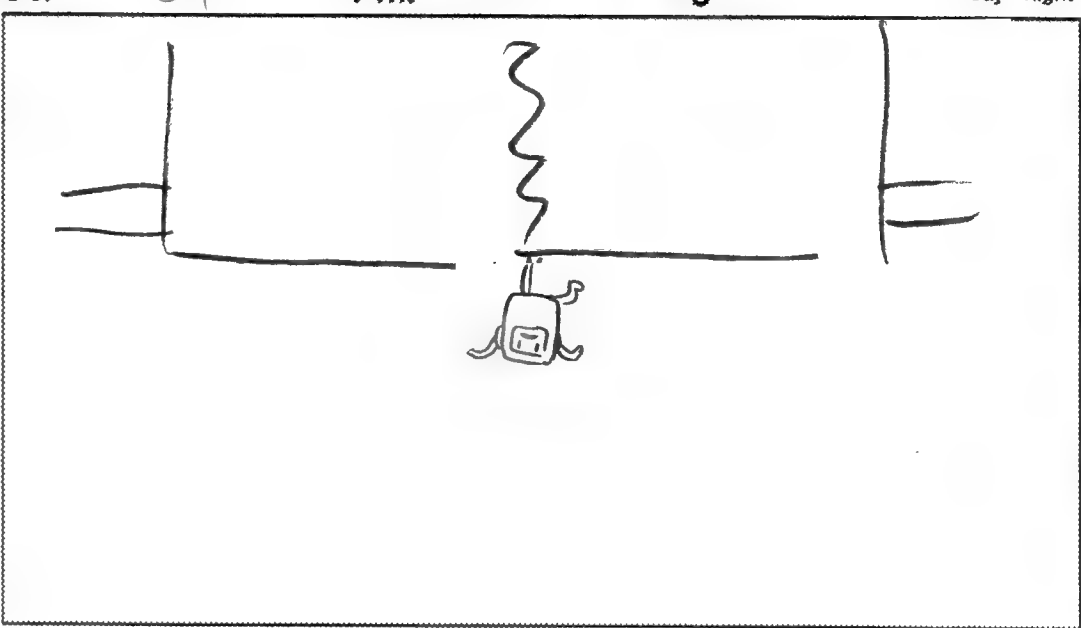
Page 116

Sc. 100 Pnl. B Bg. day night



B6/A

Sc. 101 Pnl. A Bg. day night



| | | |
|---------|----------|--------------|
| Dialog: | - BEAT - | (BMO) Hello? |
| Action: | | |
| Timing: | | |

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EPISODE # 1034-224

Production :

ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

- BEAT - . . .

Action:

Timing:

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Production :

EPISODE # 1034-224



ADVENTURE TIME

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Sc. 102

Pnl. A

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog:

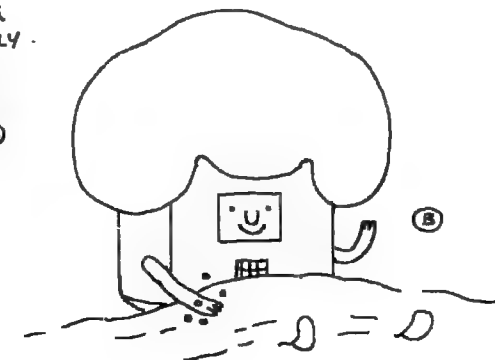
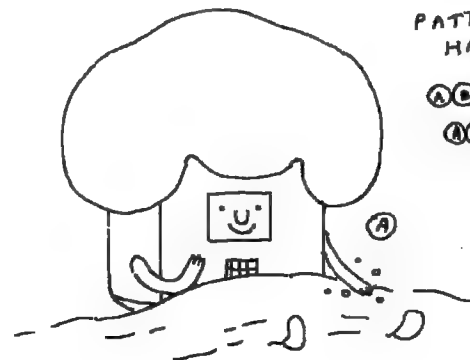
Action:

Timing:



PATTING
HAPPILY.

AAA
AAA



1034-224

EPISODE #

Production :

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ADVENTURE TIME

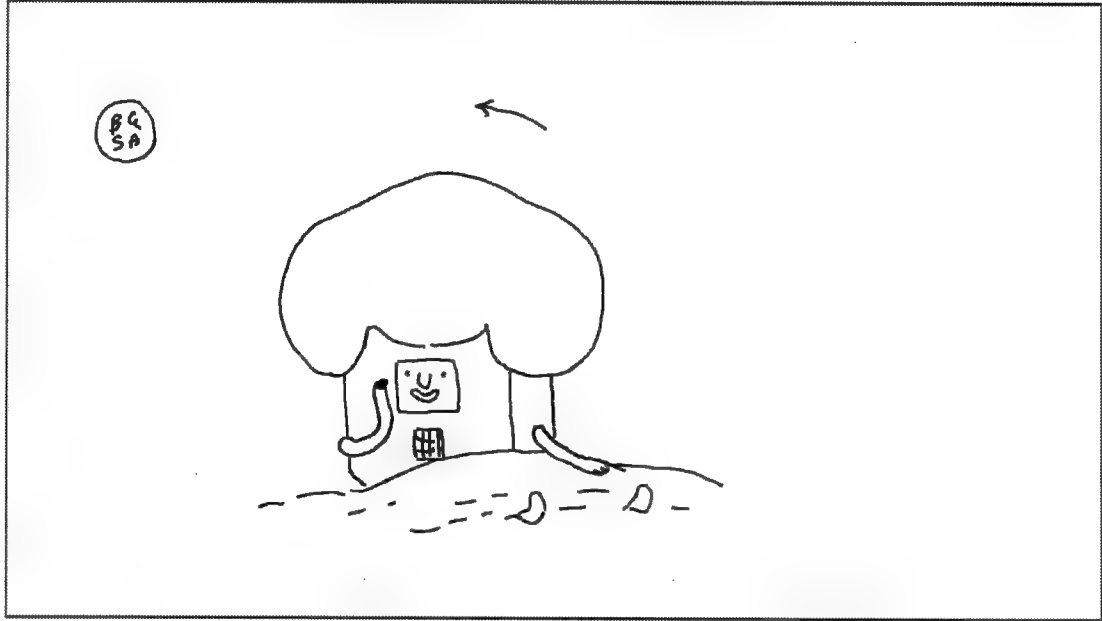


Sc. 103

Pnl. 8

Bg.

day night

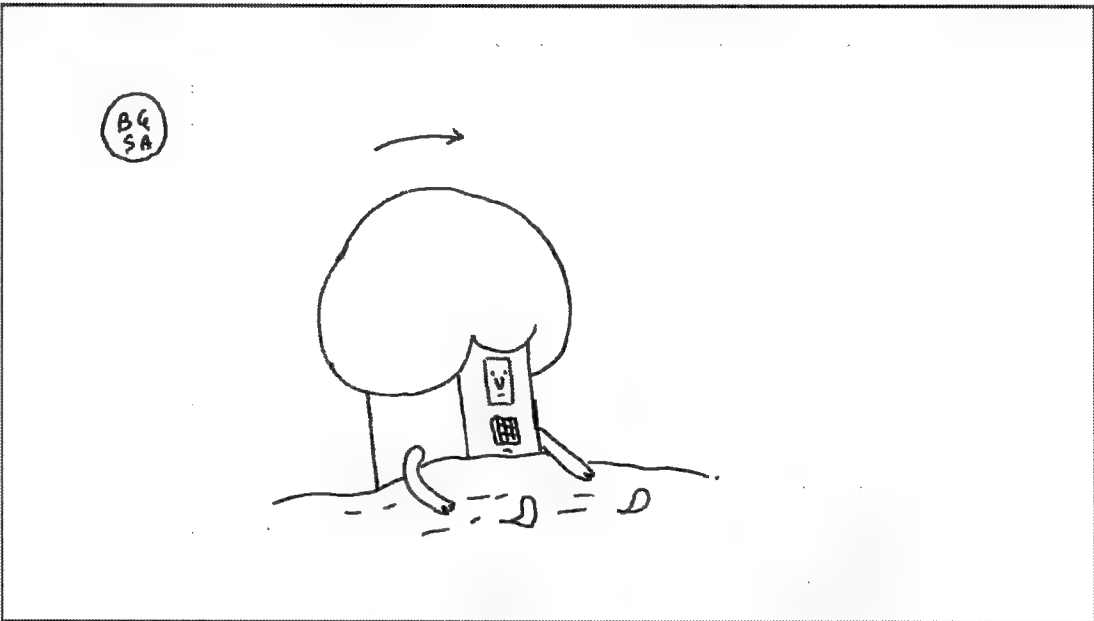


Sc. 103

Pnl. c

Bg.

day night



Dialog:

(M) BOYS! LOOK AT THIS,
THIS IS COOL, RIGHT?

(F+J) (OS) = LAUGHING =

Action:

Timing:

1034-224

EPISODE #

Production :



ADVENTURE TIME

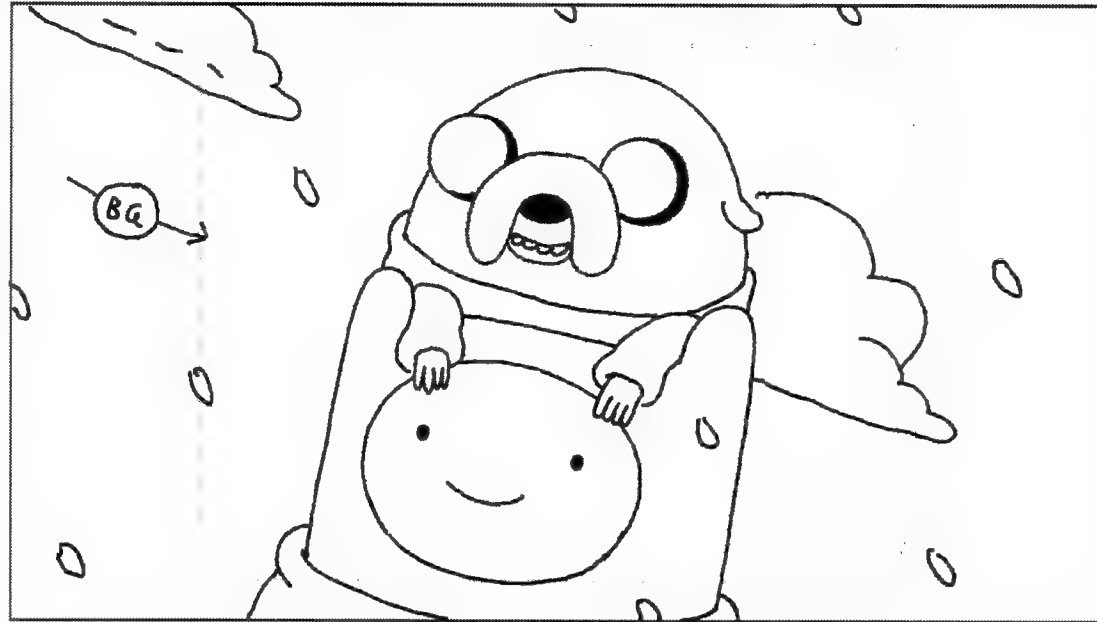
Page 120

Sc. 104

Pnl. A

Bg.

day night

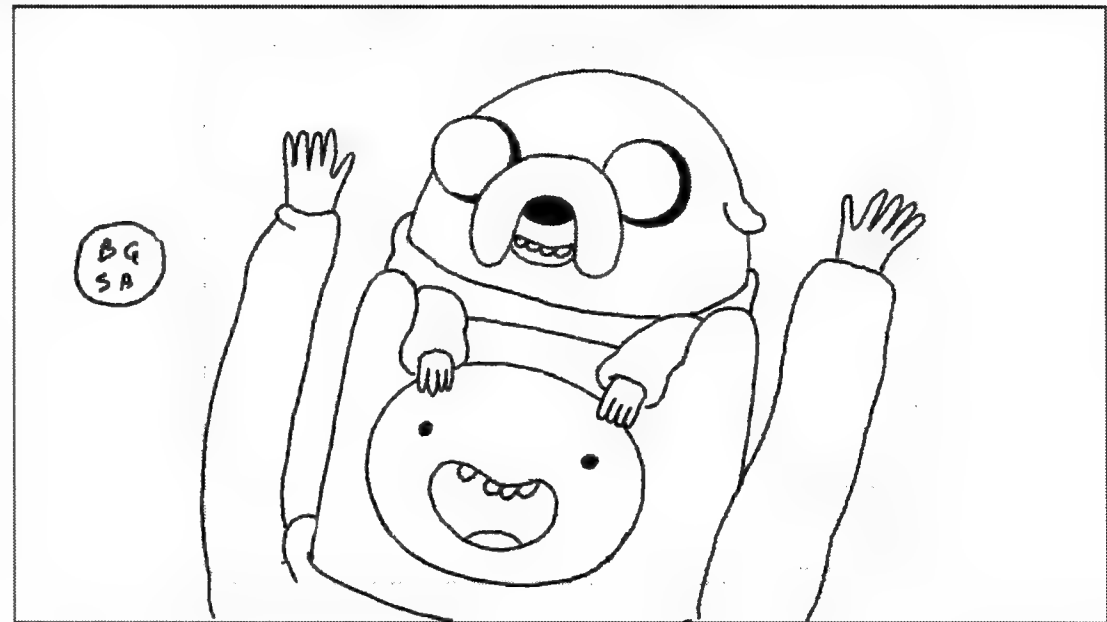


Sc. 104

Pnl. B

Bg.

day night

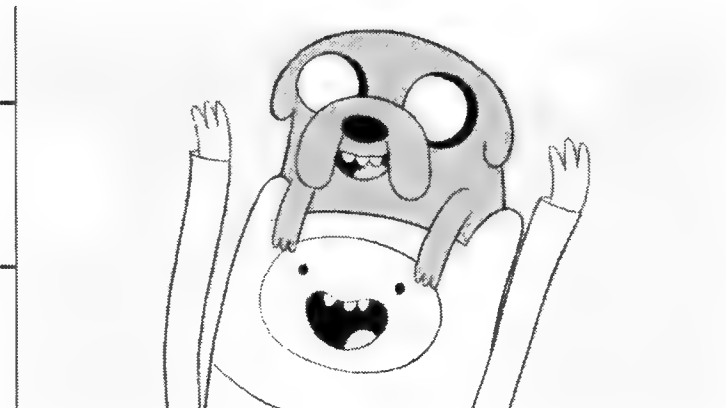
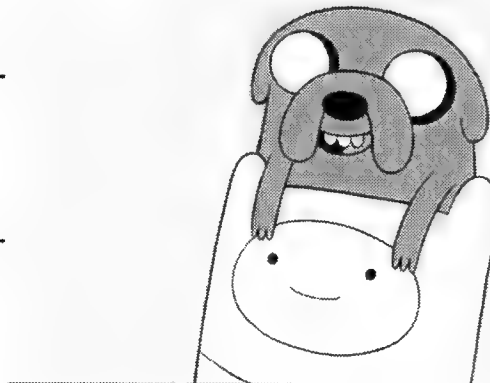


Dialog:

(F+J) : LAUGHING :

Action:
JAKE'S
EAR IS
FLAPPING

Timing:



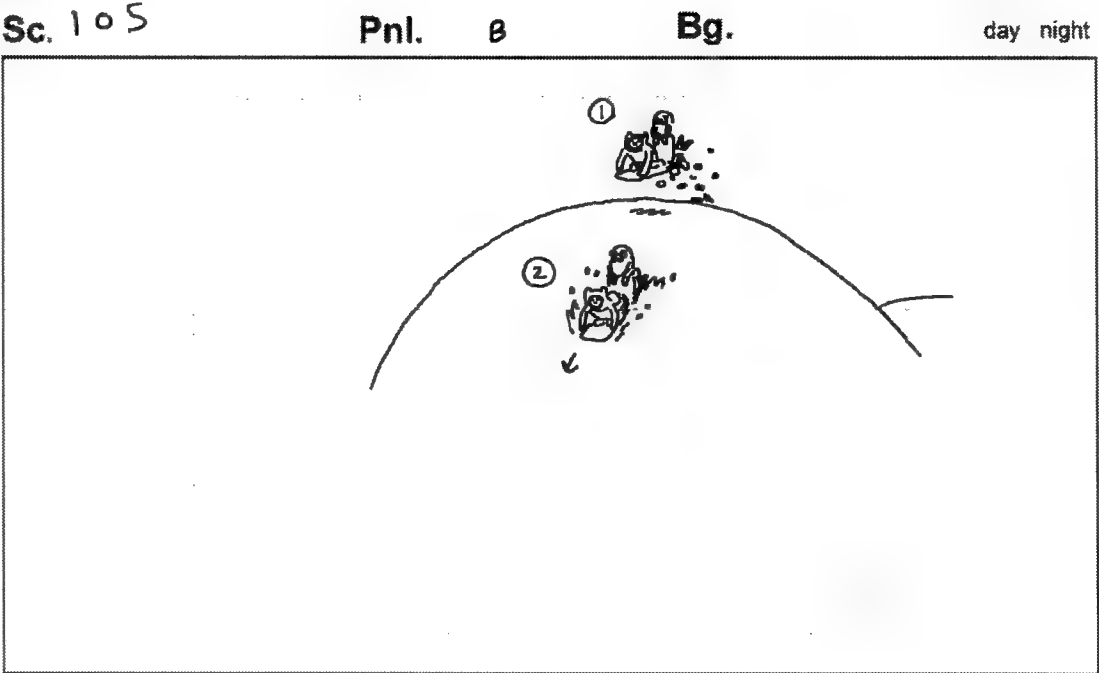
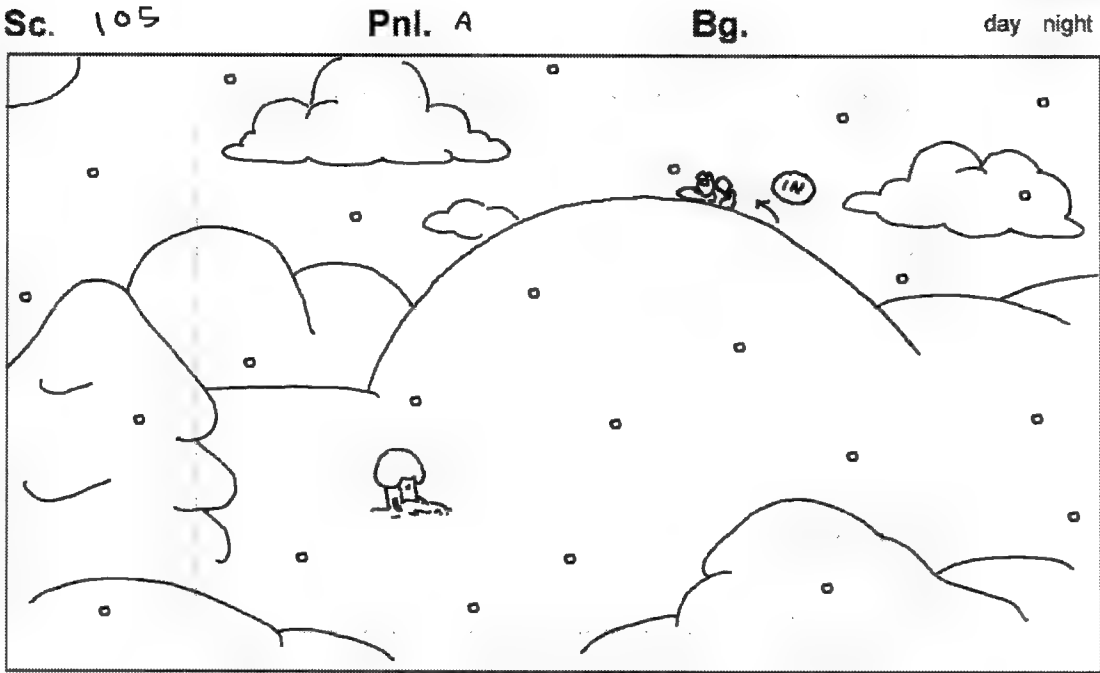
EPISODE #

1034-224

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ADVENTURE TIME



Dialog:

Action:

Timing:



(F+D)

LAUGHING

1034-224

EPISODE #

Production :



ADVENTURE TIME

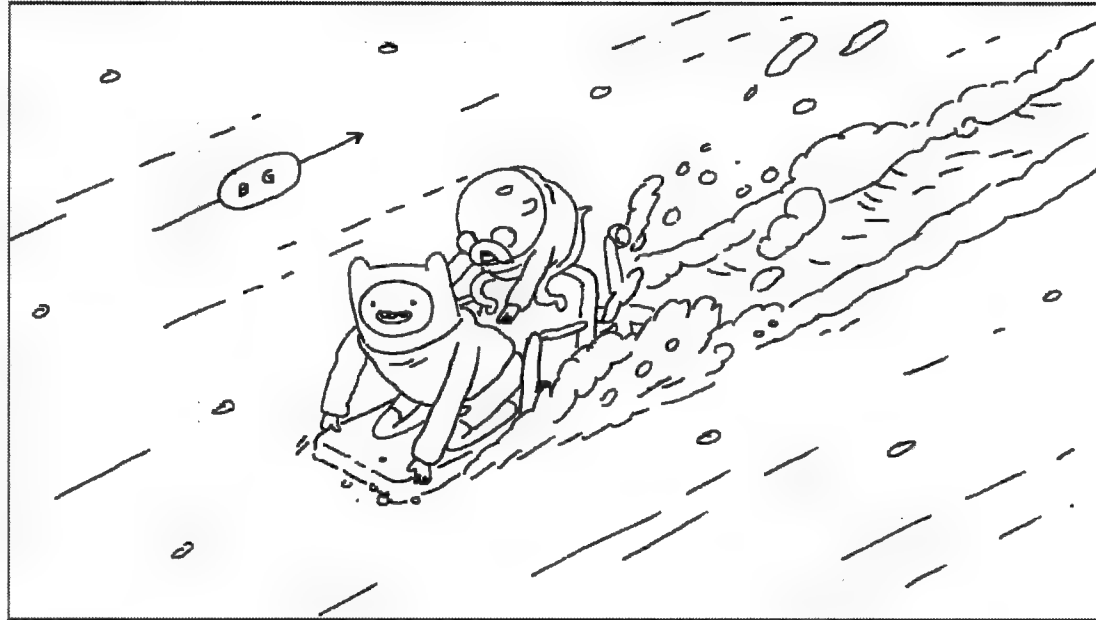
Page 122

Sc. 106

Pnl. A

Bg.

day night

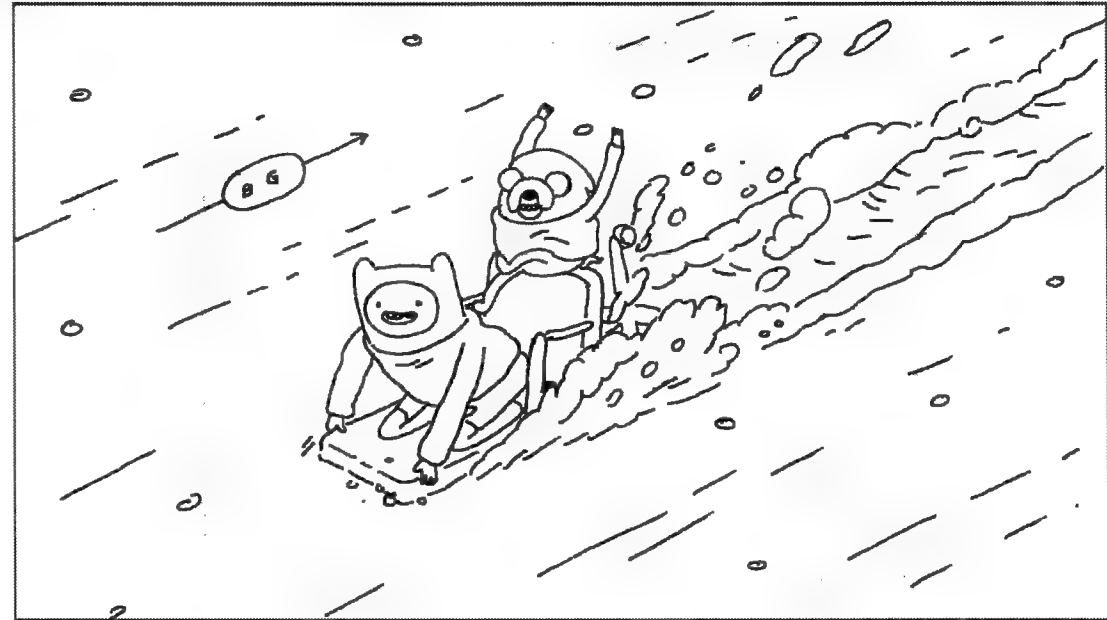


Sc. 106

Pnl. 5

Bg.

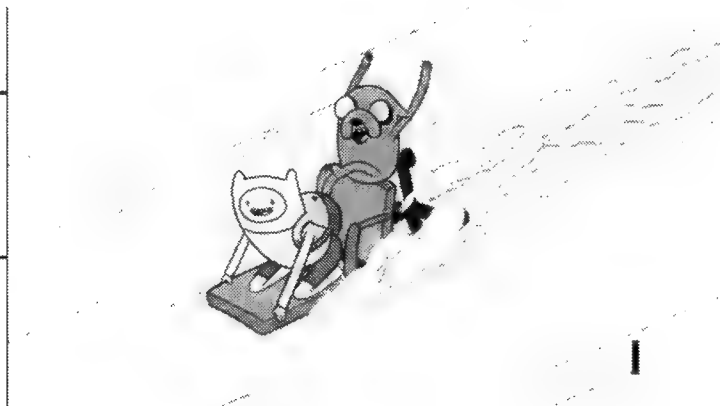
day night



Dialog:

Action:

Timing:



(F+J) : LAUGHING :

1034-224

EPISODE #

Production :

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ADVENTURE TIME



Page 1 2 3

Sc. 107

Pnl. A

Bg.

day night

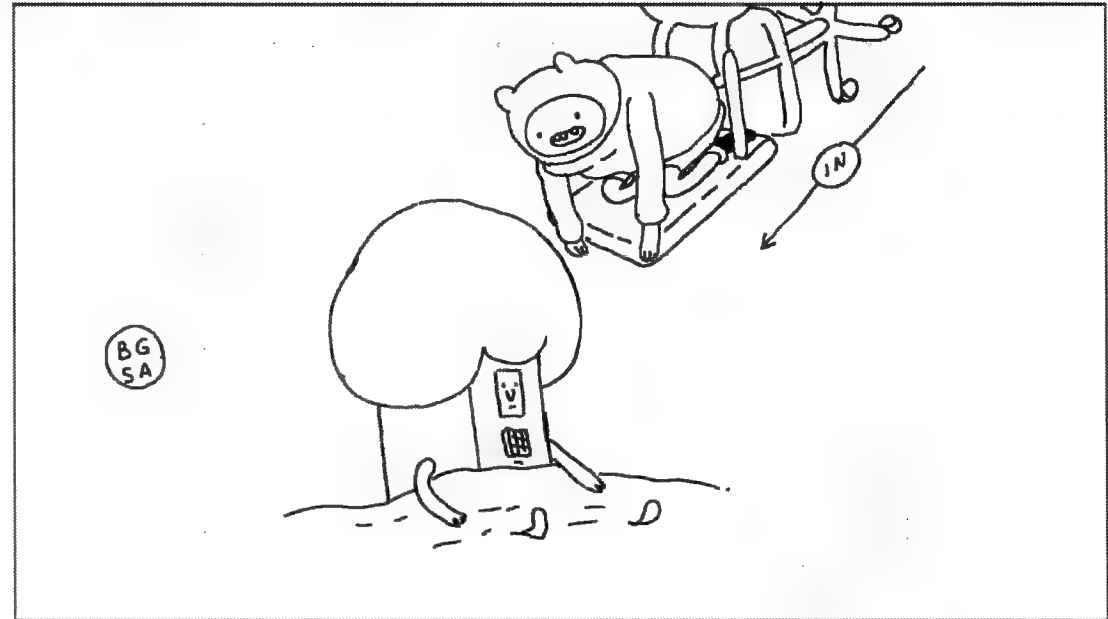


Sc. 107

Pnl. B

Bg.

day night



Dialog:

(M) HUH?

(F+J) HA HA HA HA!

Action:

Timing:

1034-224

EPISODE #

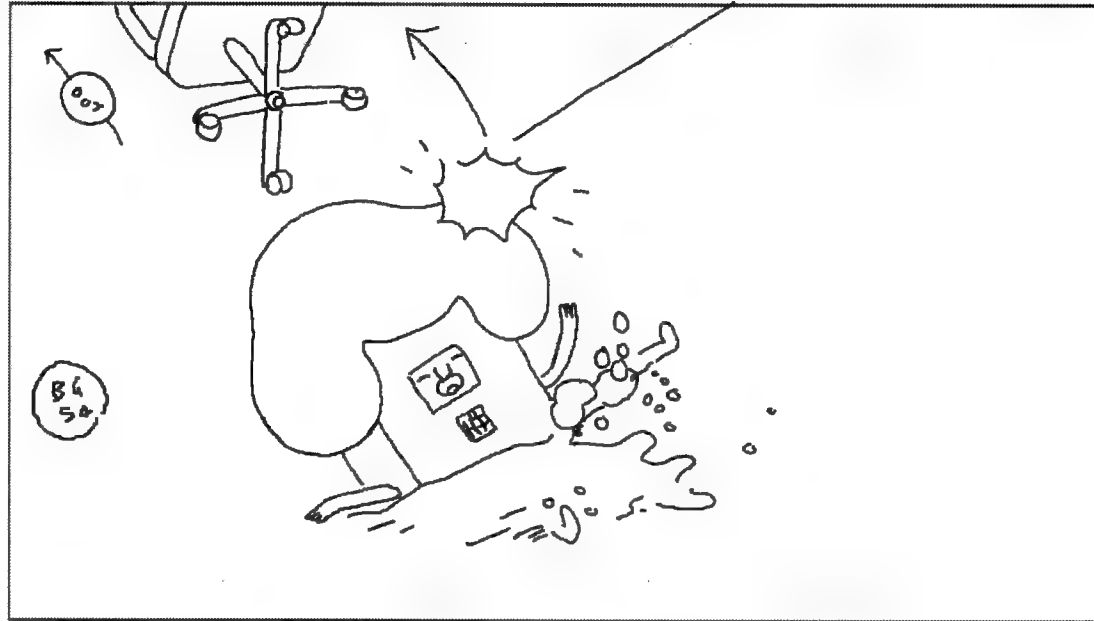
Production :

ADVENTURE TIME

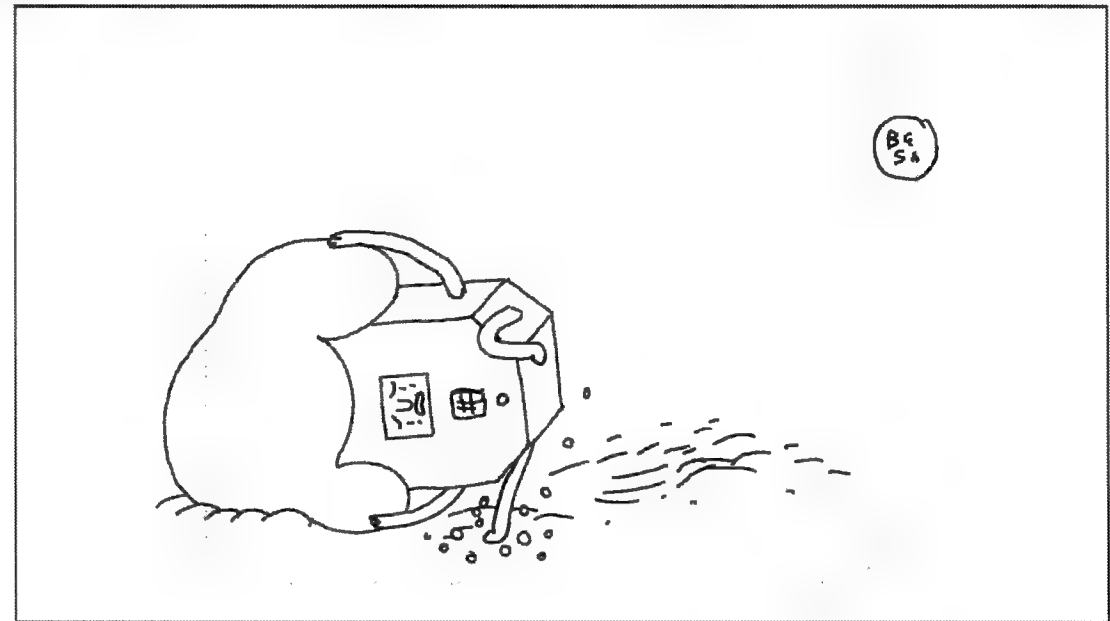


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Sc. 107 Pnl. C Bg. day night



Sc. 107 Pnl. D Bg. day night



Dialog:

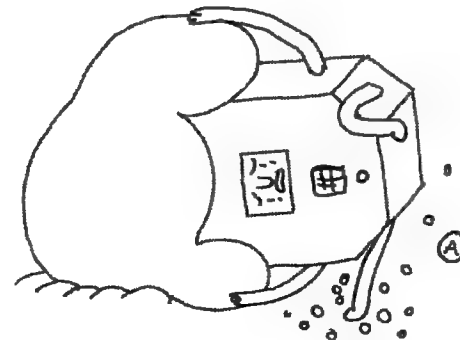
(SFX) = GONK =

(M) OHH!!!

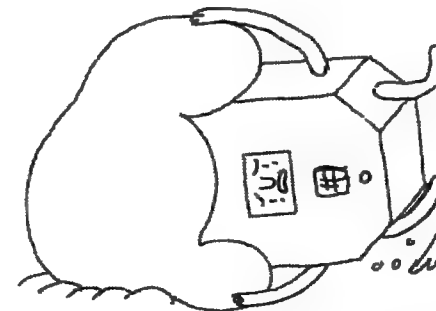
Action:

WHAT
A HIT!

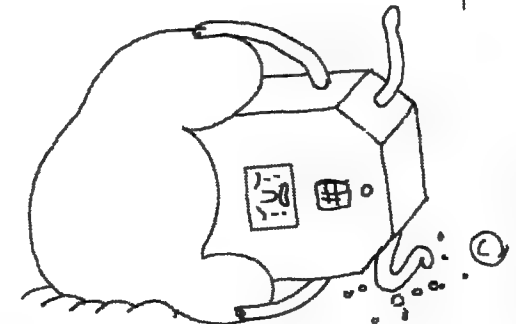
Timing:



(M) = SCREAMING AND SOBBING =



THRASHING.



ADCBCC

1034-224

EPISODE #

Production :



ADVENTURE TIME

Page 125

Sc. 107

Pnl. E

Bg.

day night

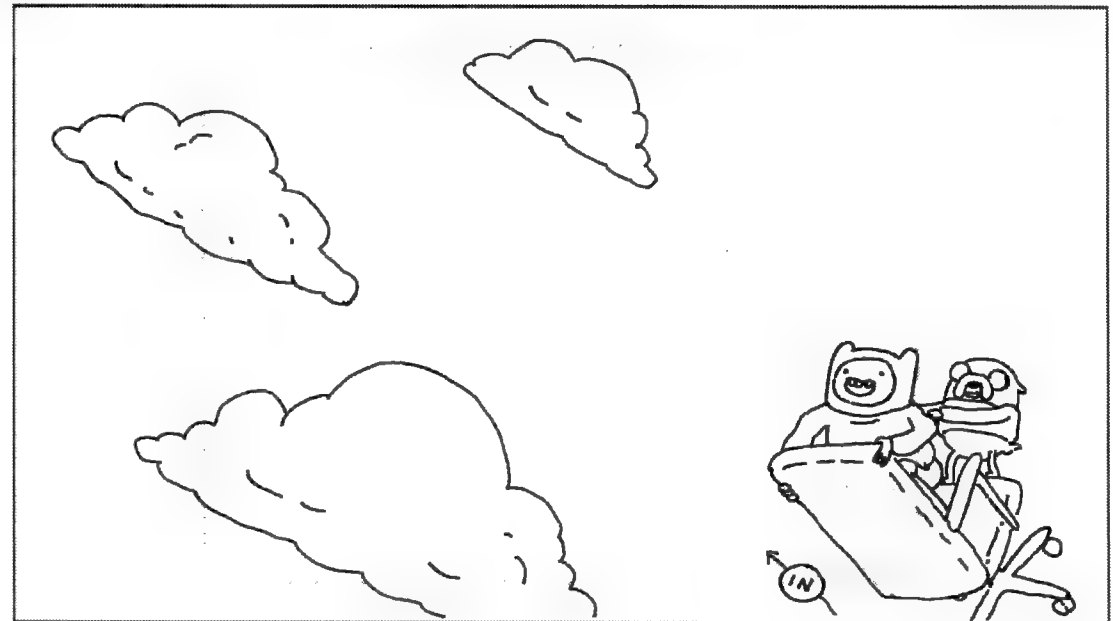


Sc. 108

Pnl. A

Bg.

day night



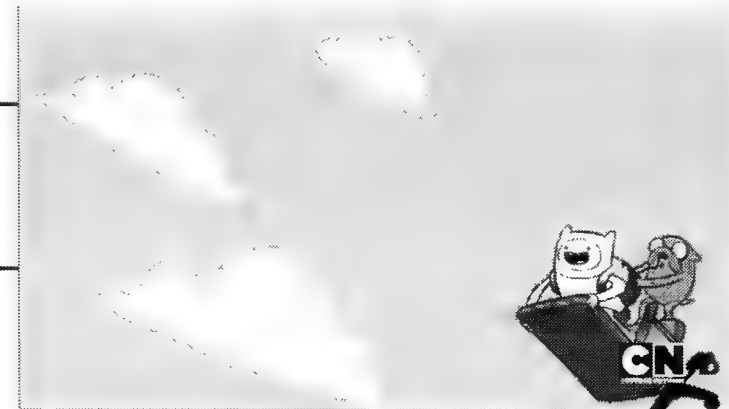
Dialog:

(M) = SCREAMING AND SOBBING =



KICKING
LIKE A
BABY.

(A B A B A B)



1034-224

EPISODE #

Production :

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ADVENTURE TIME



Sc. 108 Pnl. B Bg. day night

Sc. 108 Pnl. C Bg. day night

Dialog:

(F+J) LAUGHING

Action:

Timing:

1034-224

EPISODE #

Production :

ADVENTURE TIME



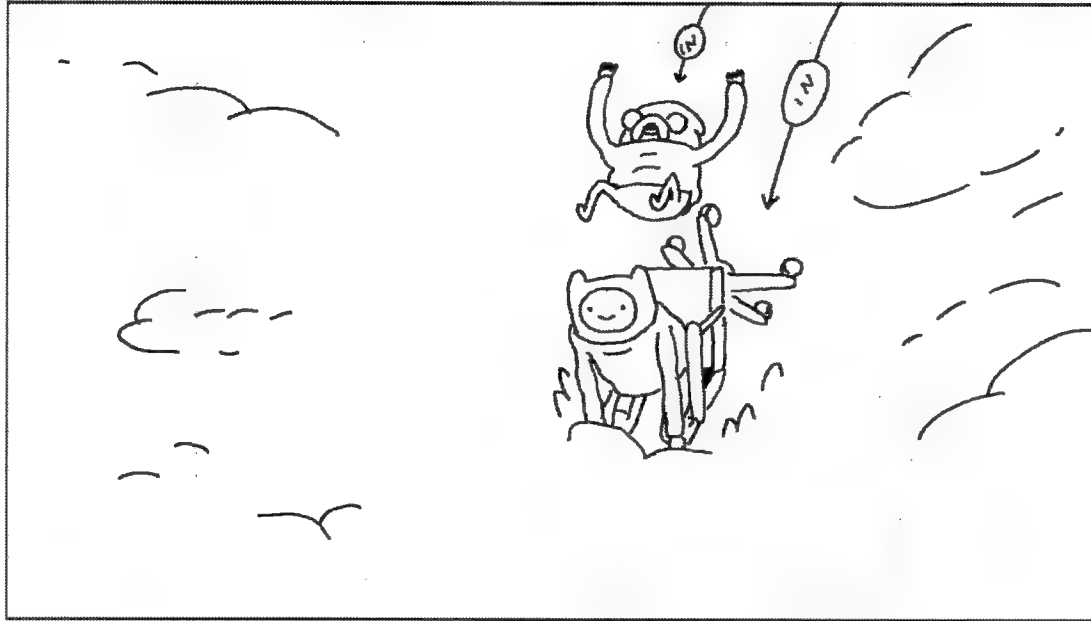
Page 127

Sc. 109

Pnl. A

Bg.

day night

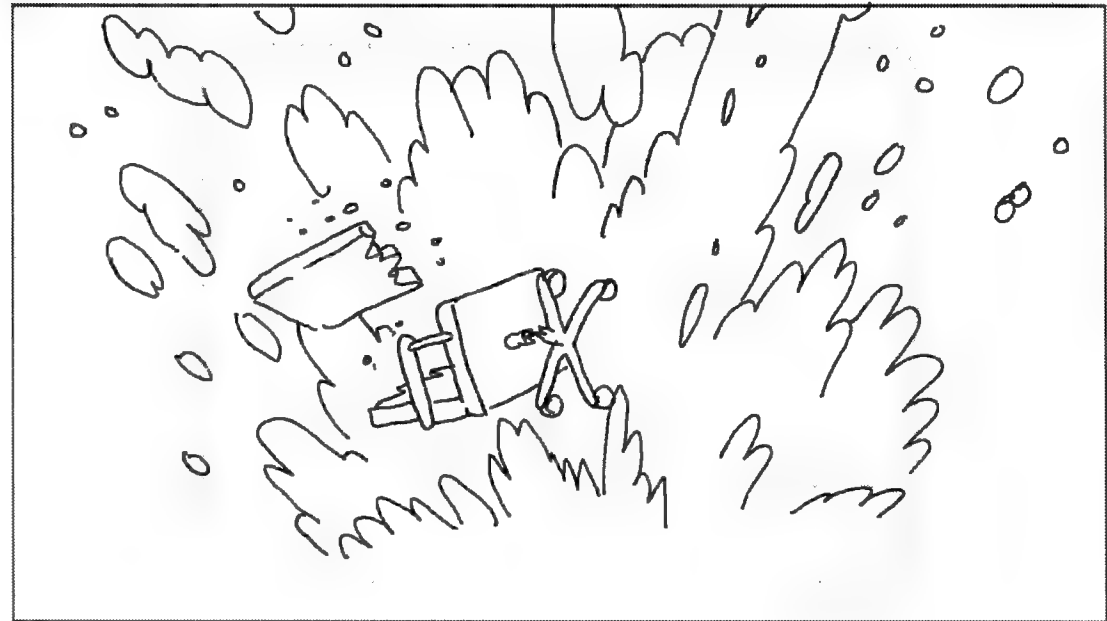


Sc. 109

Pnl. B

Bg.

day night



Dialog:

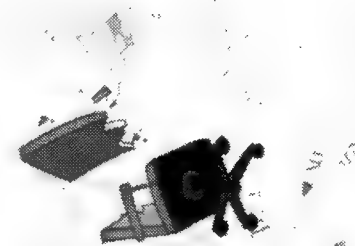
(F+J)

W H E E E ! H A H A

Action:



Timing:



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EPISODE #

Production :

ADVENTURE TIME



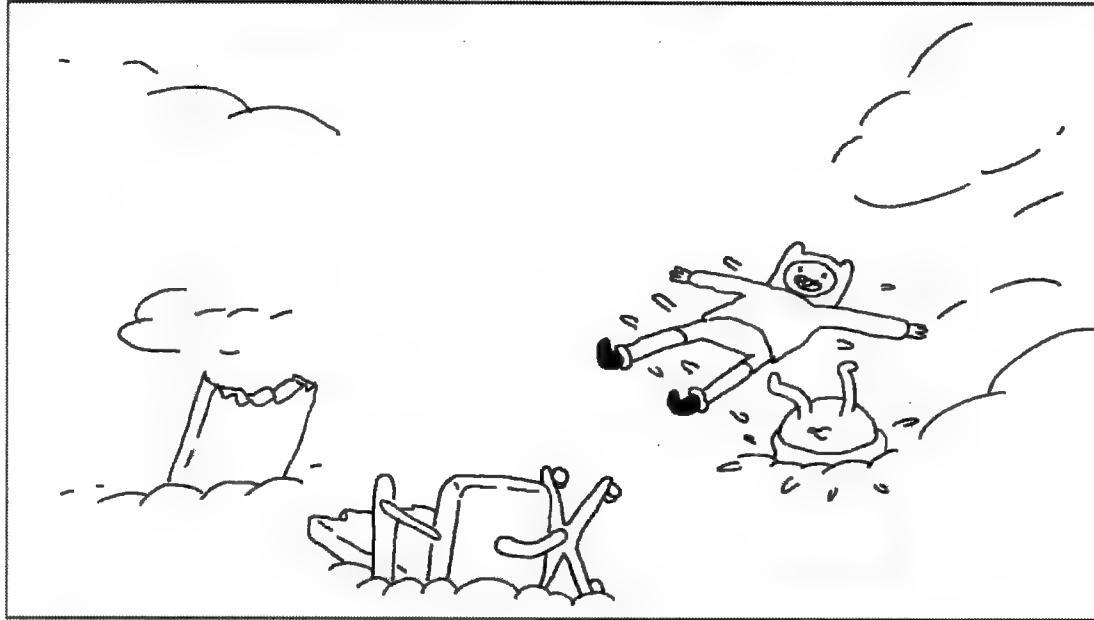
Page 128

Sc. 109

Pnl. 6

Bg.

day night

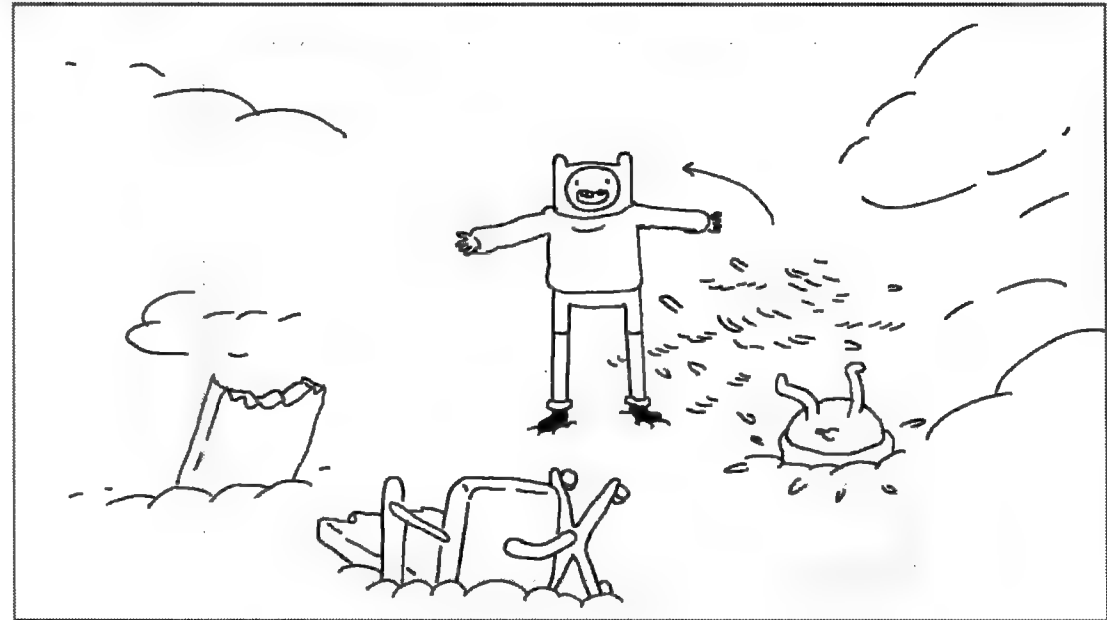


Sc. 109

Pnl. 7

Bg.

day night

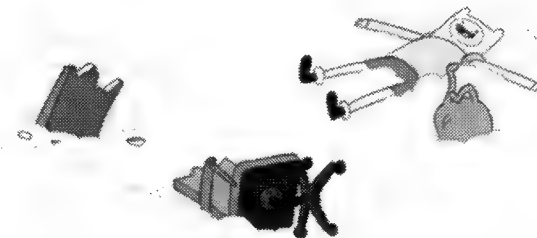


Dialog:

(F) HAHHA, CLASSIC!

Action:

Timing:



1034-224

EPISODE #

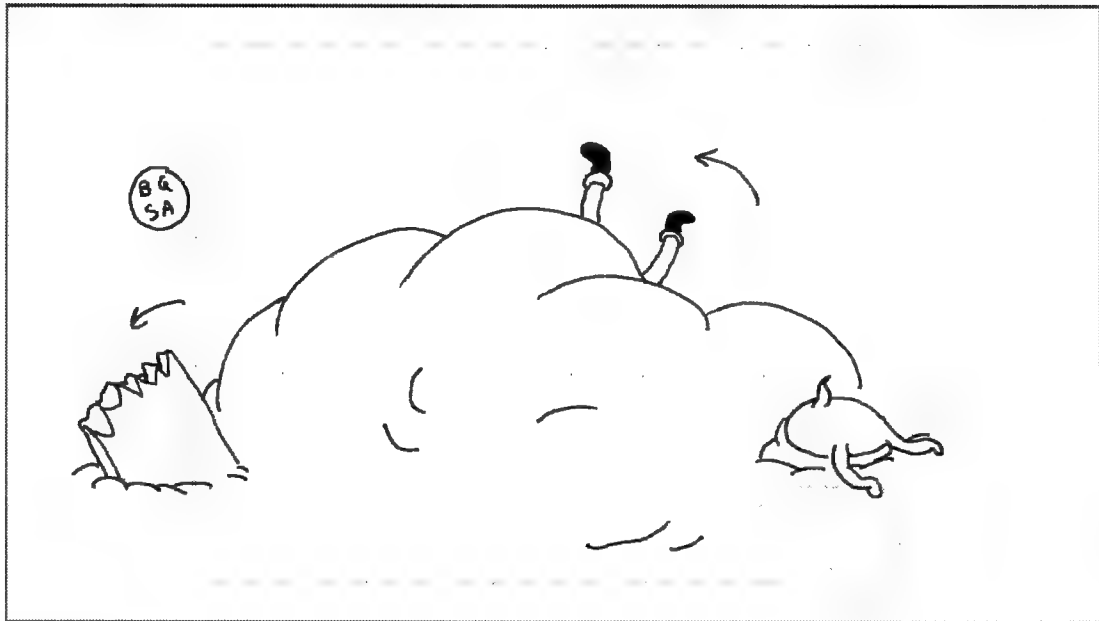
Production :

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ADVENTURE TIME



Sc. 109 Pnl. E Bg. day night



Sc. 109 Pnl. F Bg. day night



| | |
|---------|----------|
| Dialog: | O/ YEAH! |
| Action: | |
| Timing: | |

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ADVENTURE TIME

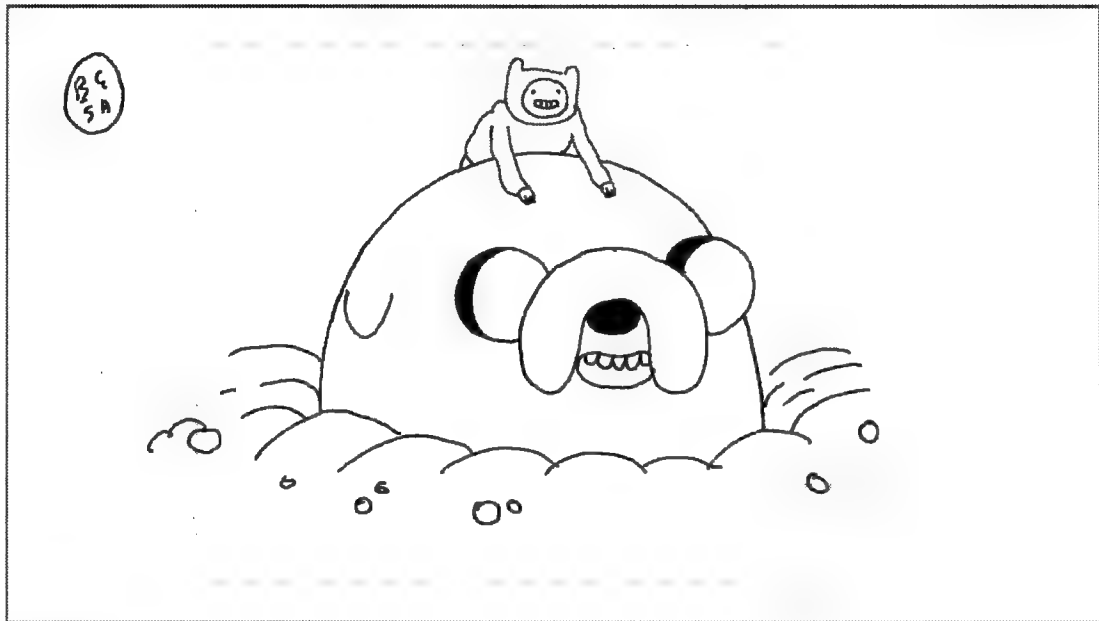


Sc. 109

Pnl. 6

Bg.

day night



Sc. 110

Pnl. 4

Bg.

day night



Dialog:

U/ DID YOU SEE WHAT
WE DID , MOE!?!

M/ THIS IS HORSEPLAY!
STOP IT !

Action:

Timing:

SOBBING

EPISODE # 1034-224
Production :

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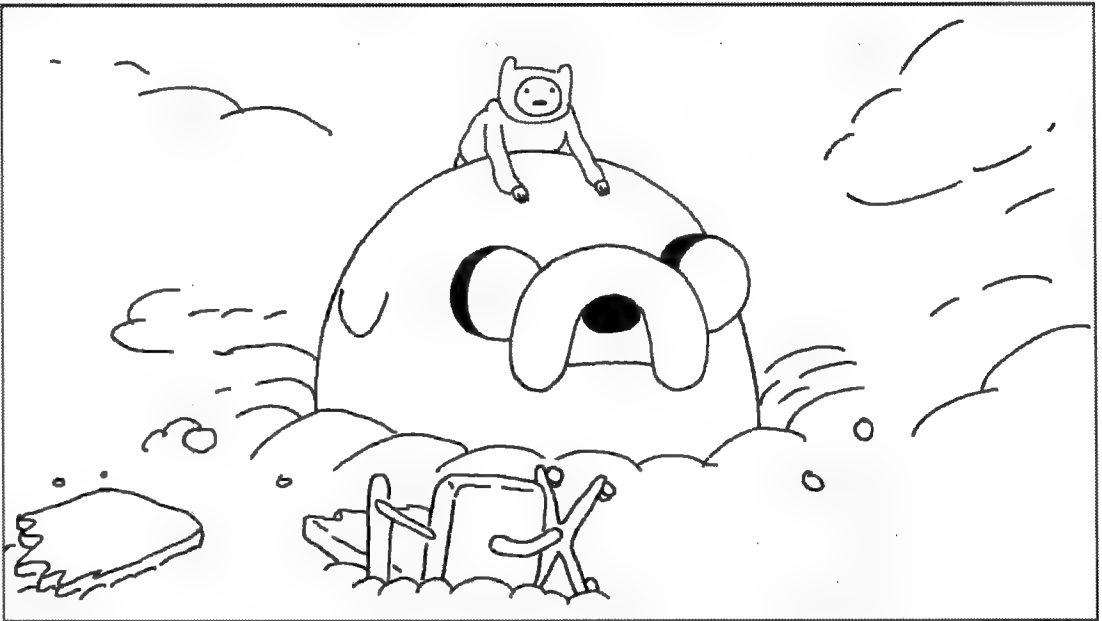
ADVENTURE TIME



Sc. 110 Pnl. B Bg. day night



Sc. 111 Pnl. C Bg. day night



| | |
|---|---------------------------|
| Dialog: | |
| (M) WE NEED TO GO INSIDE AND DO WHAT <u>I</u> WANT TO DO! | (F) OH . . . IF YOU WANT. |
| Action: | |
| POINTING ARM SHAKING | |
| Timing: | |

1034-224

EPISODE #

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ADVENTURE TIME

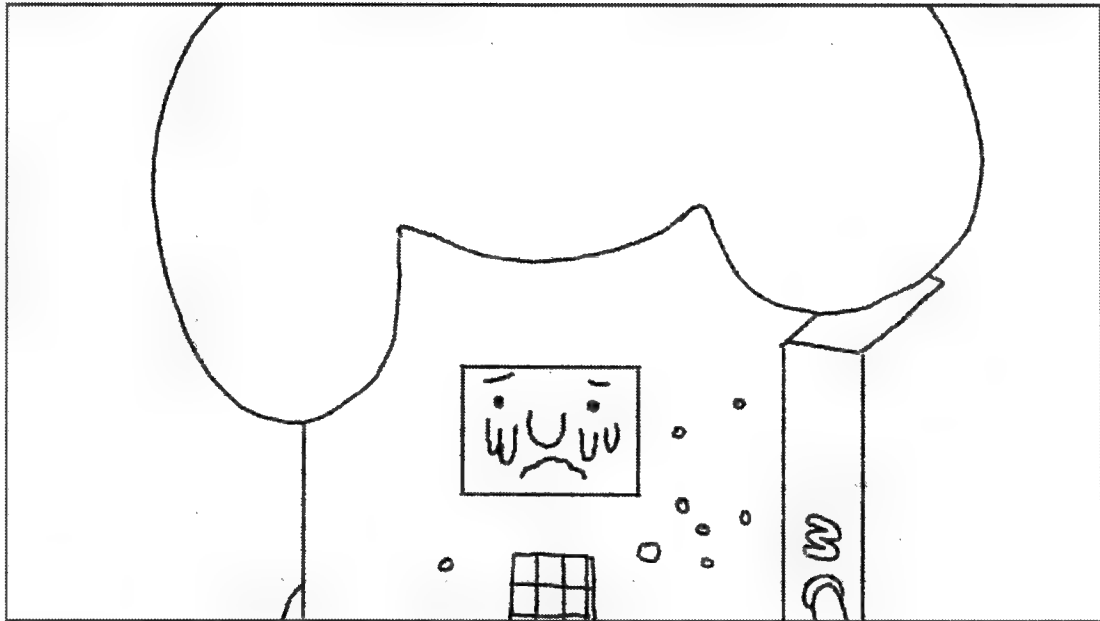


Sc. 112

Pnl. A

Bg.

day night

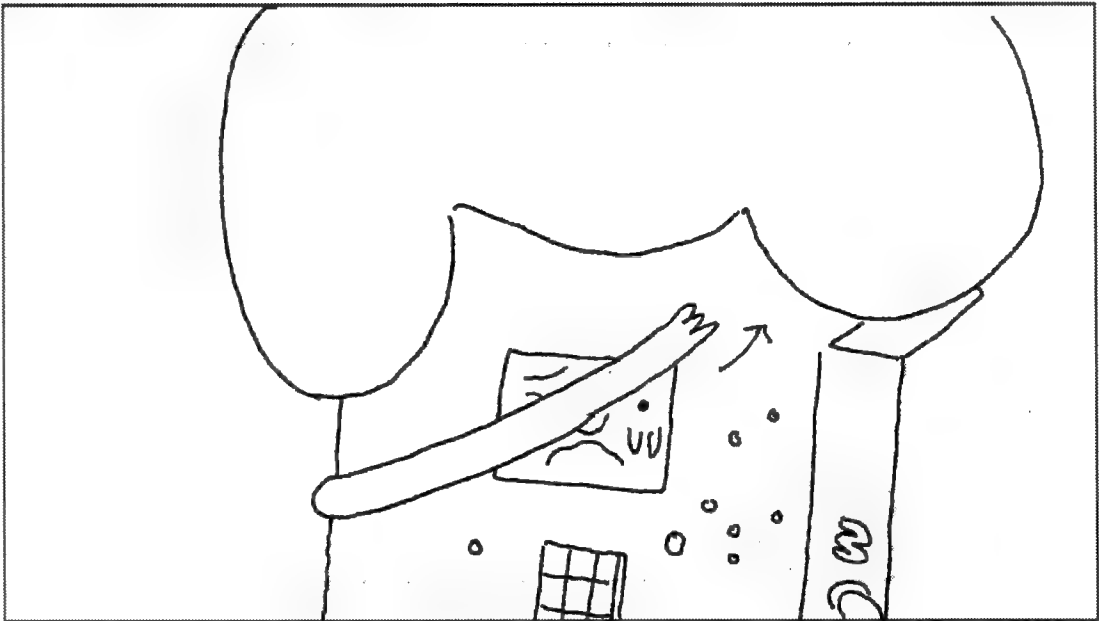


Sc. 112

Pnl. B

Bg.

day night



Dialog:

(M) = WHIMPER =

Action:

WIPES EYE

Timing:

1034-224
EPISODE #
Production :



ADVENTURE TIME

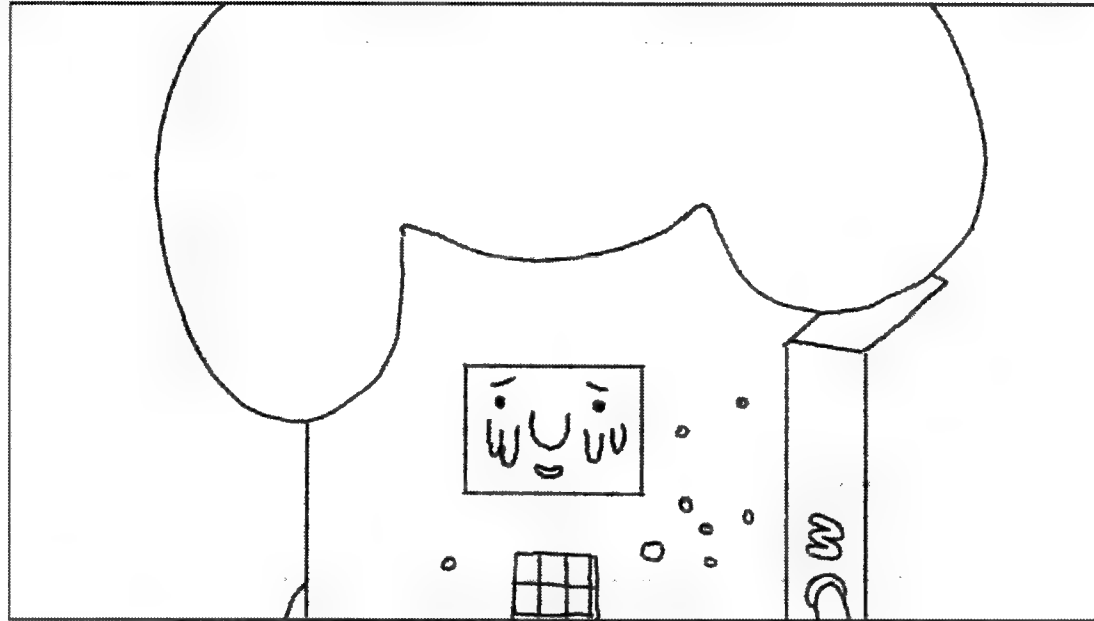
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Sc. 112

Pnl. c

Bg.

day night

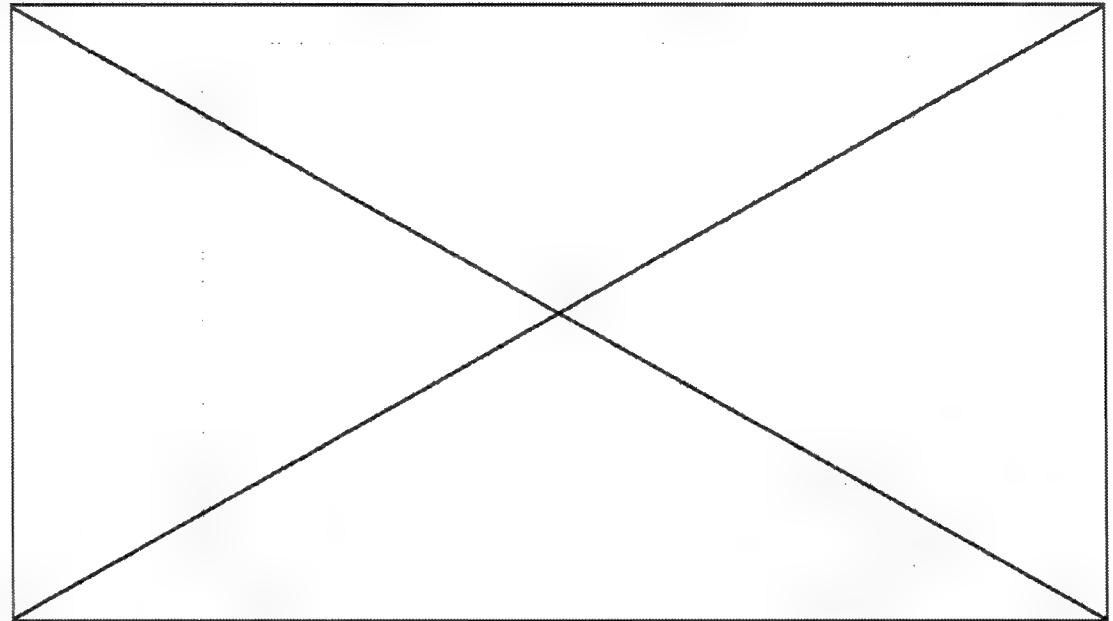


Sc.

Pnl.

Bg.

day night



Dialog:

(M)

YEAH.

Action:

SMALL & WEAK,
LIKE A
WIDDLE BABY

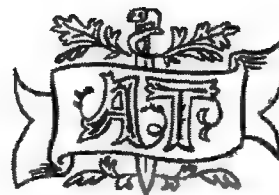
Timing:

1034-224

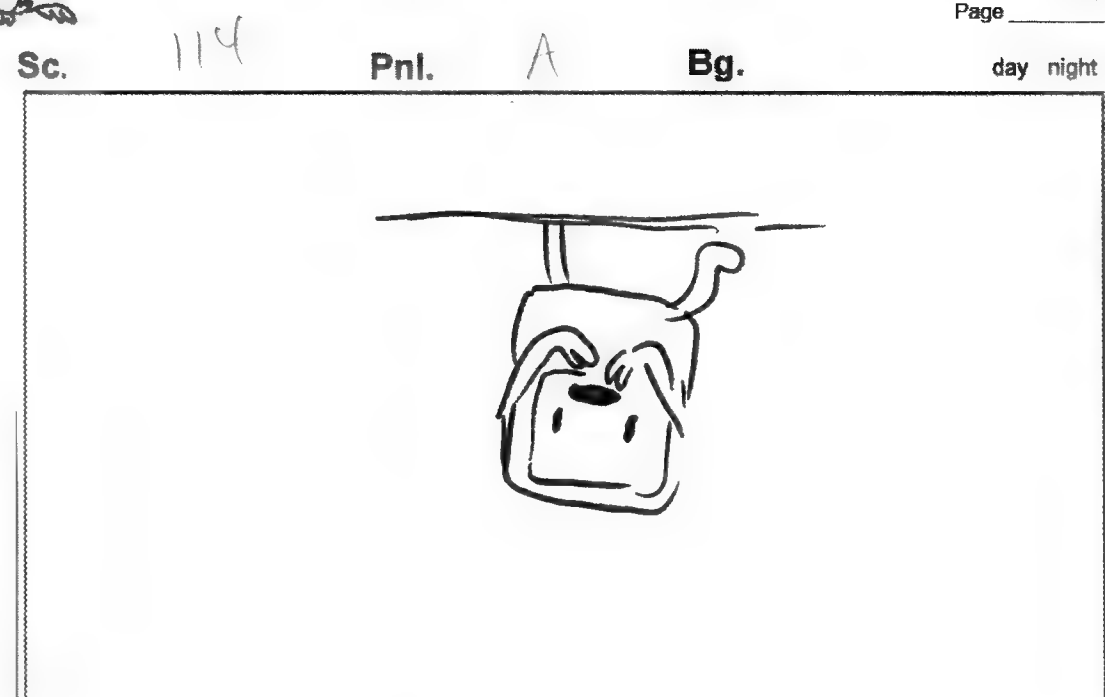
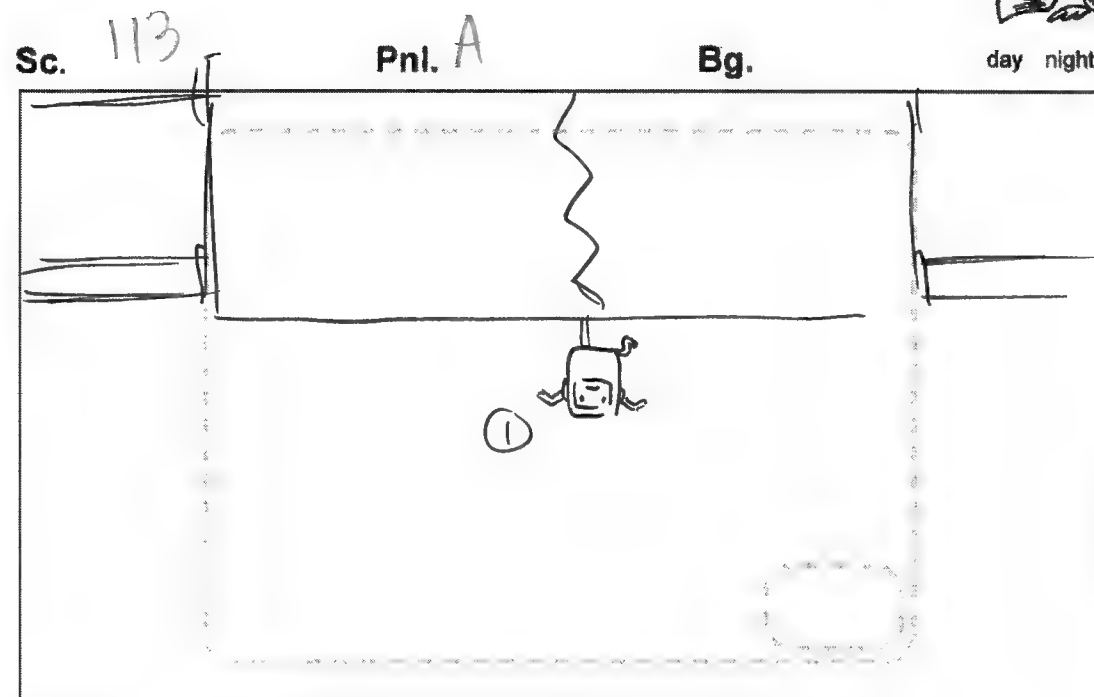
EPISODE #


Production :

ADVENTURE TIME



Page 134



| | | |
|---------|--|------------------------|
| Dialog: | (BMO) (3) DMO!? ... (4) Hello?! ... | (BMO) ... Anybody? ... |
| Action: |  - BMO yells up shaft. | |
| Timing: | | |

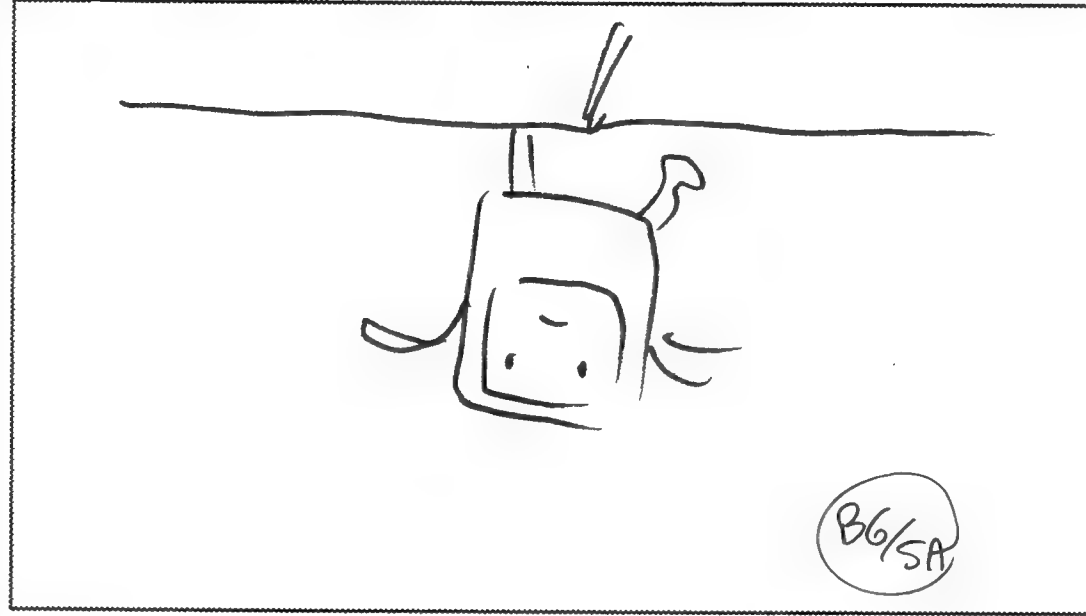
EPISODE # 1034-224

Production :

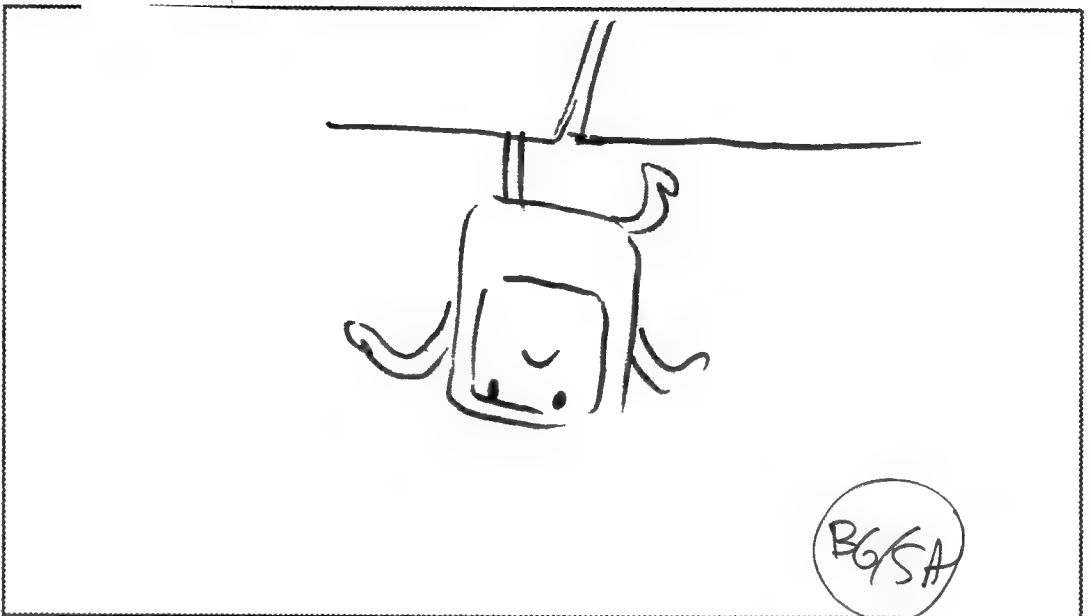
ADVENTURE TIME



Sc. 114 Pnl. B Bg. day night



Sc. 114 Pnl. C Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

BMO looks down shaft.

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1034-224
EPISODE # 2
Production :

ADVENTURE TIME



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Page _____

Sc.

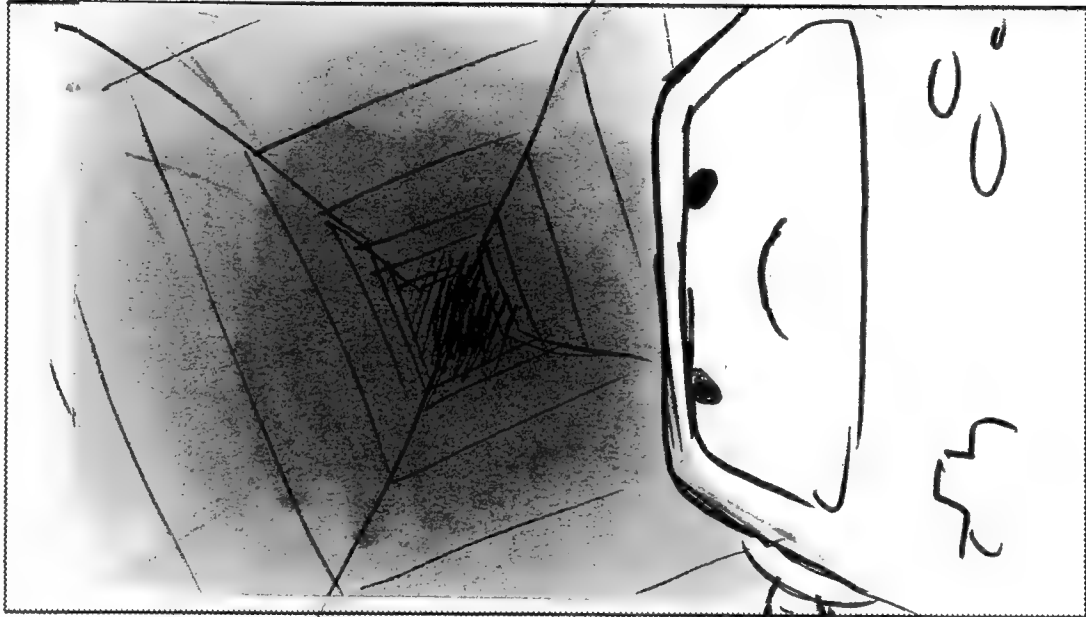
115

Pnl.

A

Bg.

day night



Sc.

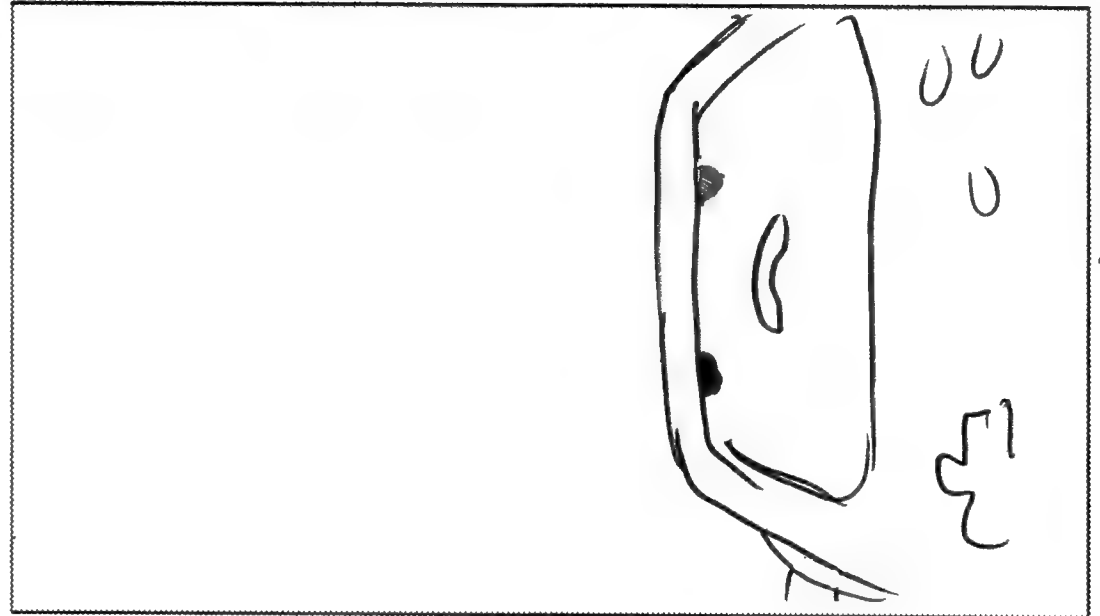
115

Pnl.

B

Bg.

day night



1034-224

EPISODE #

Dialog:

Action:

Timing:

(BMO) The "X" door
opened and I
fell through...

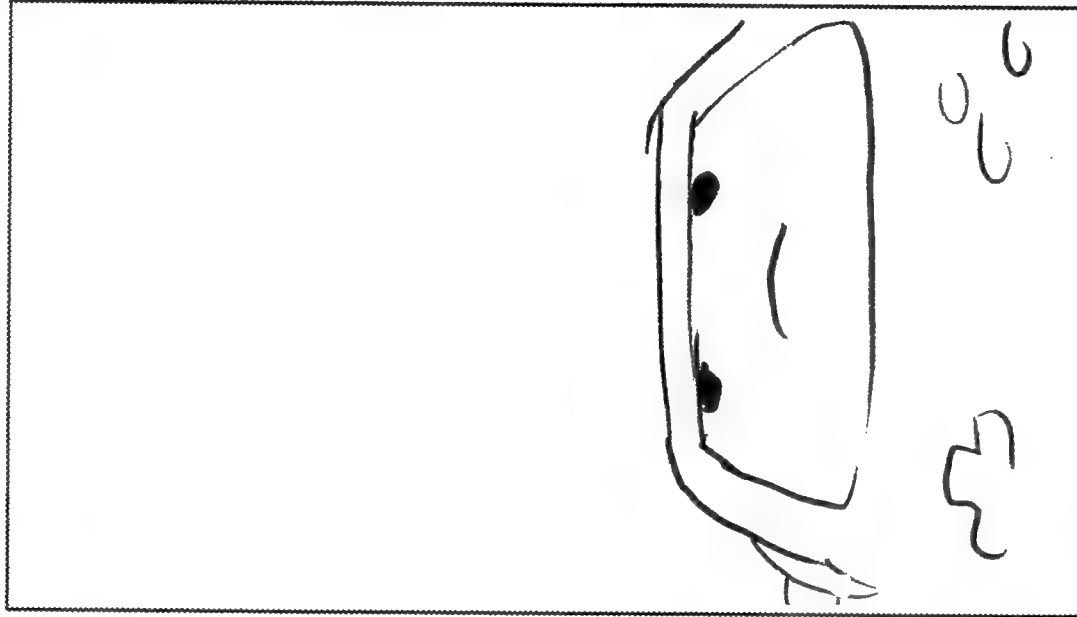
Production :

ADVENTURE TIME

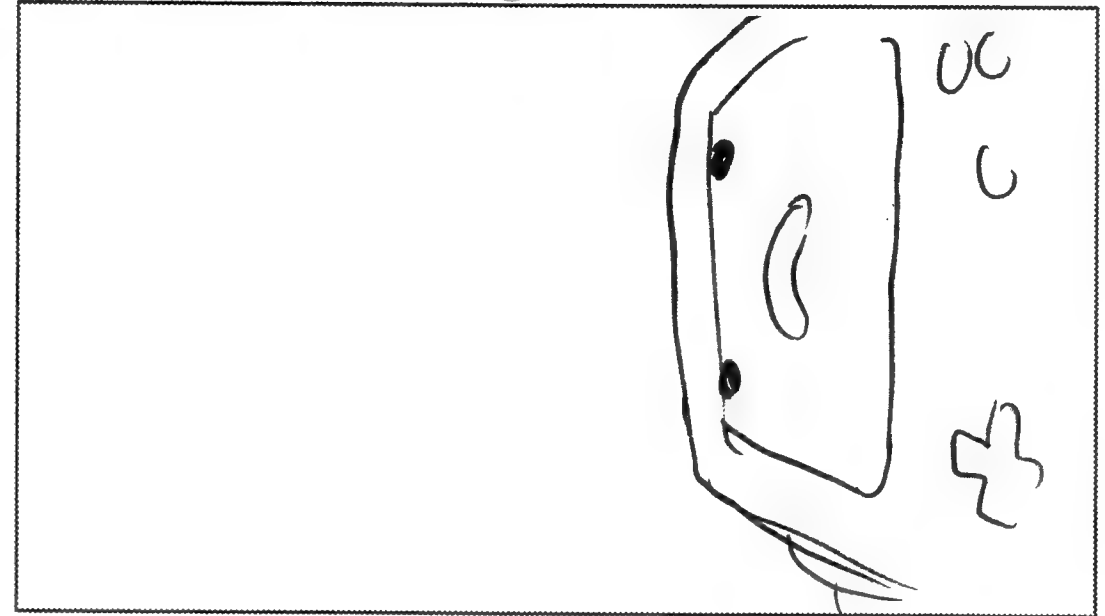


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Sc. 115 Pnl. C Bg. day night



Sc. 115 Pnl. D Bg. day night



Dialog:

///

Action:

Timing:

(BMO) I think something went wrong with the mission...

EPISODE # 9 1034-224

Production :

ADVENTURE TIME



Sc. 115 Pnl. E Bg. day night

Sc. 116 Pnl. A Bg. day night

Dialog: (BMO) uh... "a bort mission". - BEAT -

Action:

Timing:

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EPISODE # 1034-224

Production :

ADVENTURE TIME



Page 139

Sc.

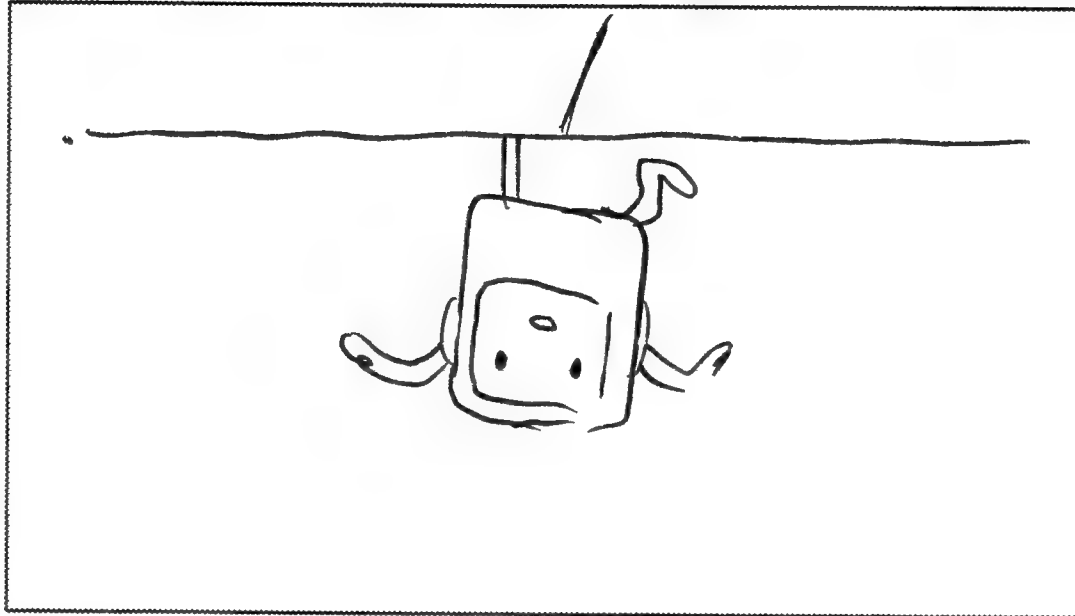
117

Pnl.

A

Bg.

day night



Sc.

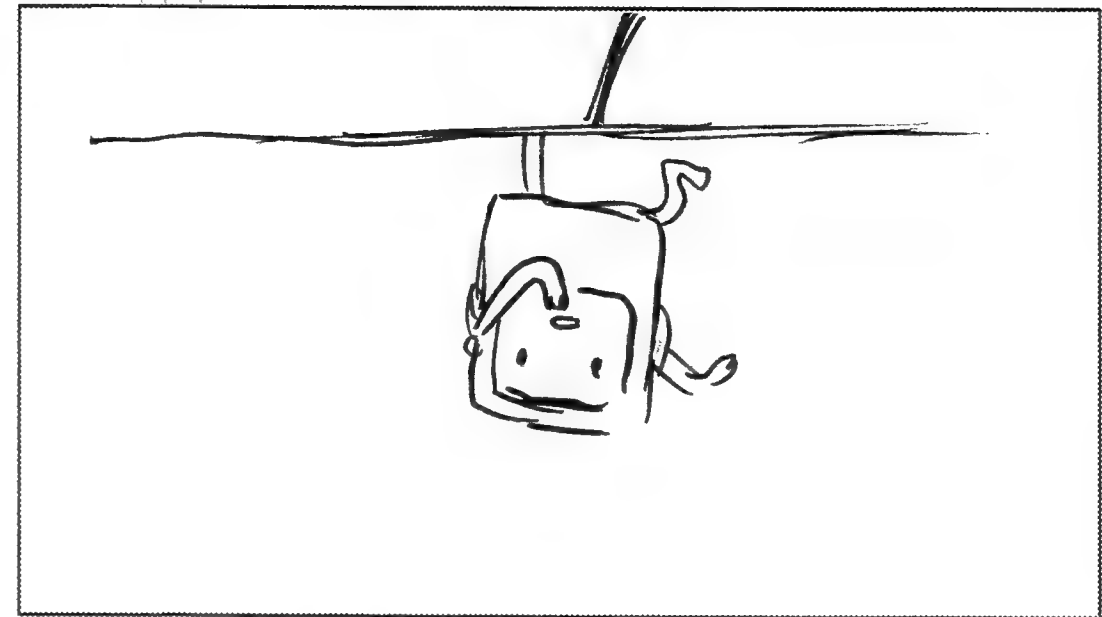
117

Pnl.

B

Bg.

day night



Dialog:

BMO: unless....

→ maybe this →

Action:

- BMO thinks...

Timing:

EPISODE # **1034-224**

Production :

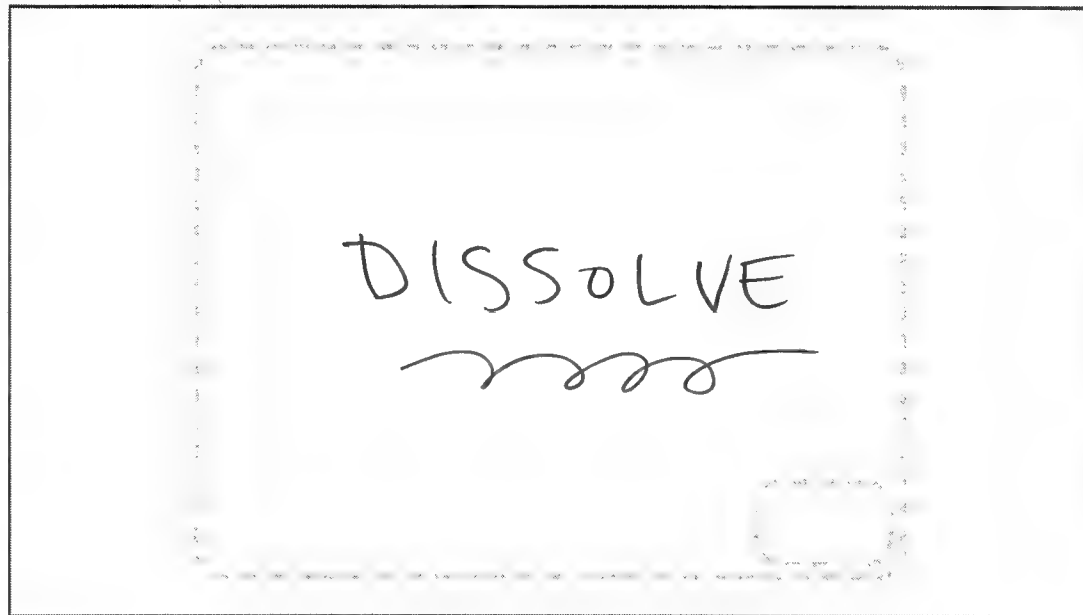
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ADVENTURE TIME



Page 140

Sc. 117 Pnl. C Bg. day night



Sc. 118 Pnl. A Bg. day night



| | |
|--------------------------------------|---|
| Dialog: | |
| (BMP) → is all part of Moe's plan... | |
| Action: | - BOAT IS STATIONARY - waves undulate. |
| Timing: | |

EPISODE # 1034-224

EPISODE #

Production :

ADVENTURE TIME



Sc. 118

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night

| | |
|---------|---|
| Dialog: | BMO: I mean, it doesn't seem like it... |
| Action: | - BMO stands up |
| Timing: | |

EPISODE # 1034-224

Production :

ADVENTURE TIME



Page 142

Sc.

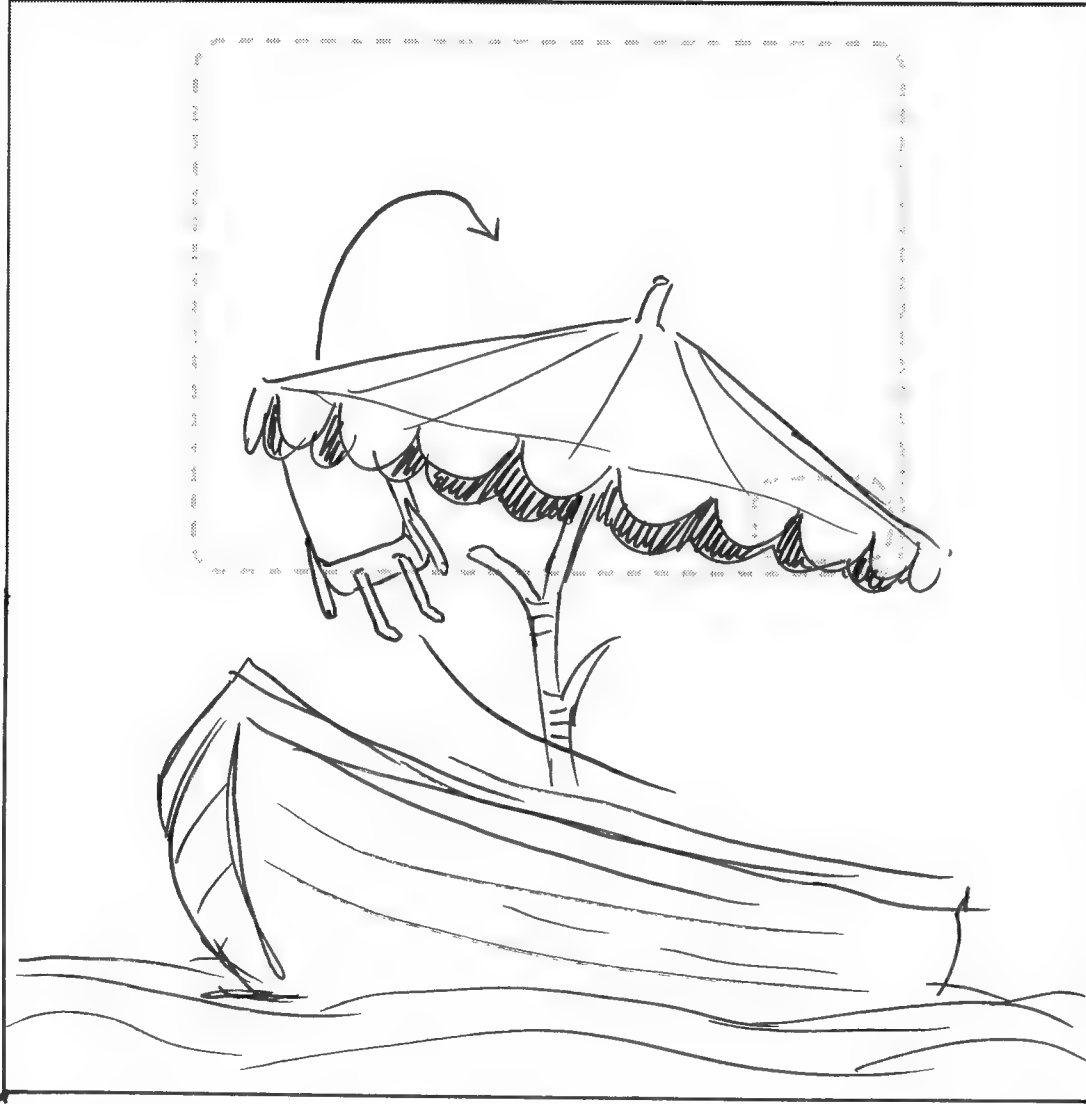
118

Pnl.

C

Bg.

day night



Dialog:

Action:

- BMG floats up and umbrellas

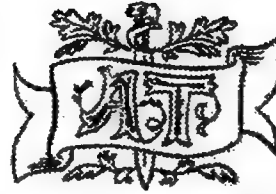
Timing:

EPISODE #

1034-224

Production :

ADVENTURE TIME

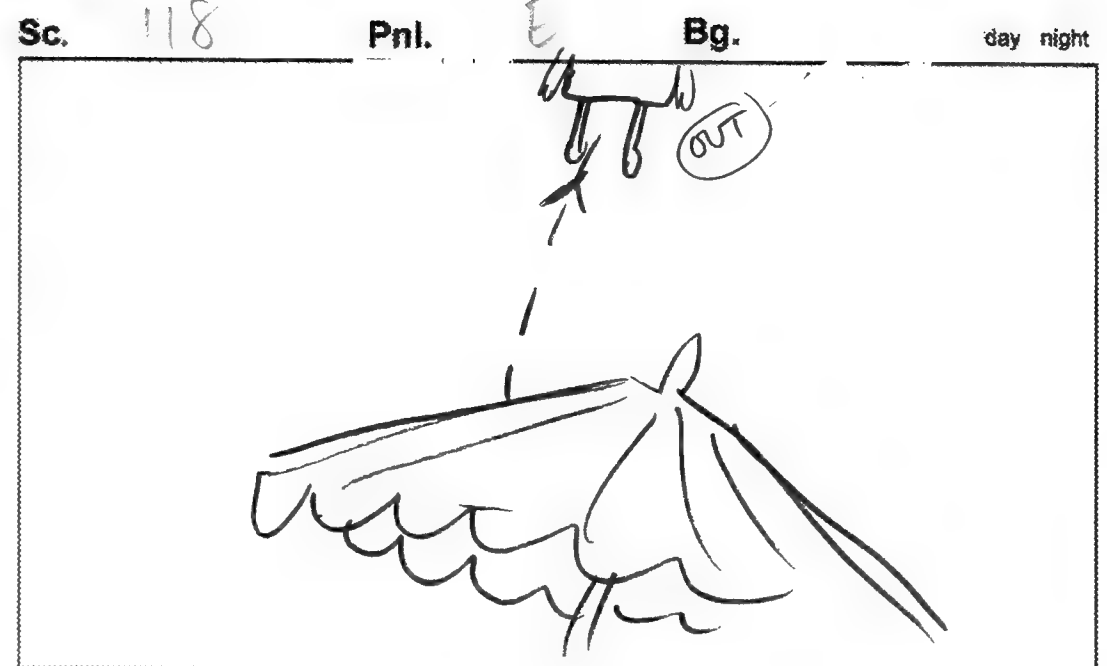
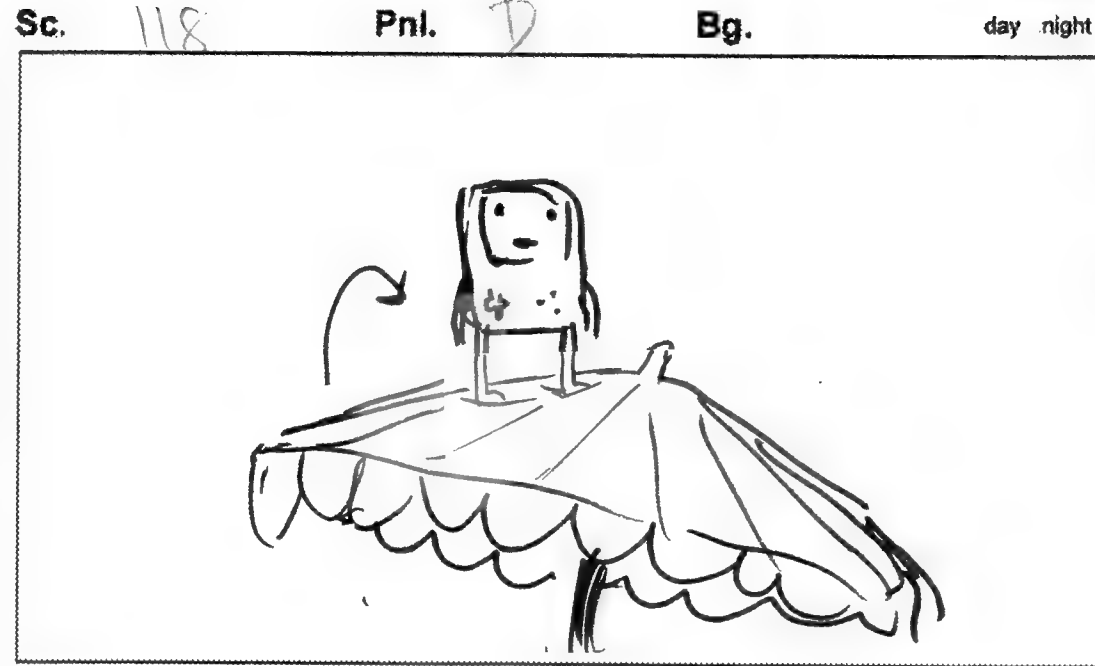


Page 143

1034-224
EPISODE #

16

Production :

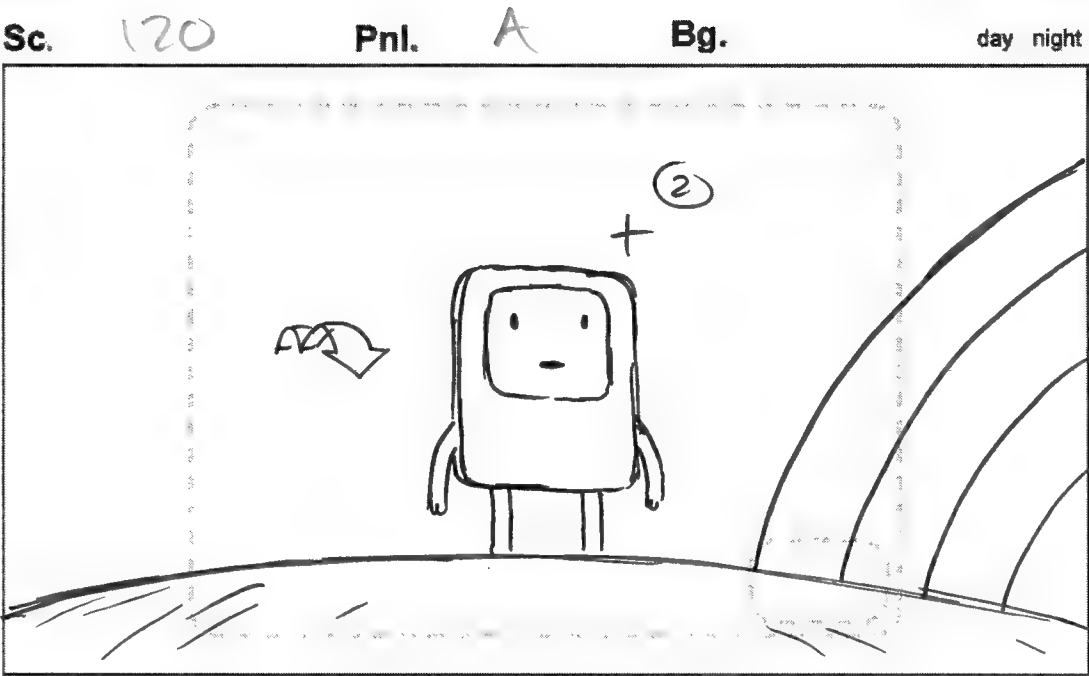
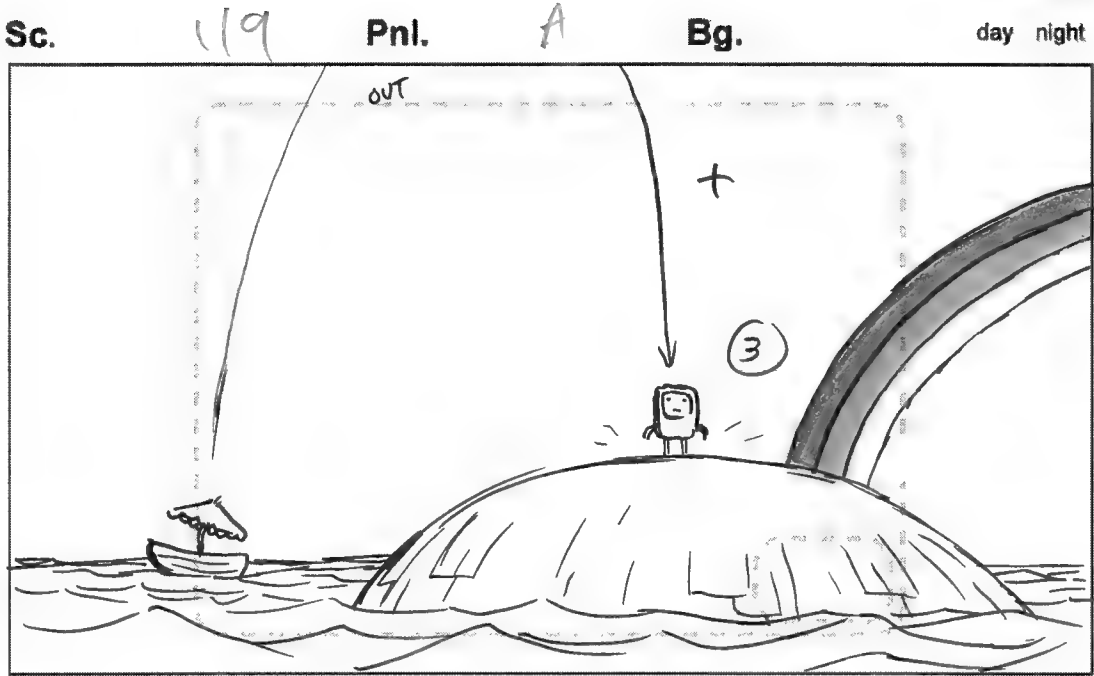


| | |
|---------|--------------------------------------|
| Dialog: | (BMO) But may be that's the point... |
| Action: | - BMO float offscreen. |
| Timing: | |

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ADVENTURE TIME



Dialog:

(BMO) Maybe the lesson is that,
when you're grown,

Action: - BMO floats down into island

Timing:

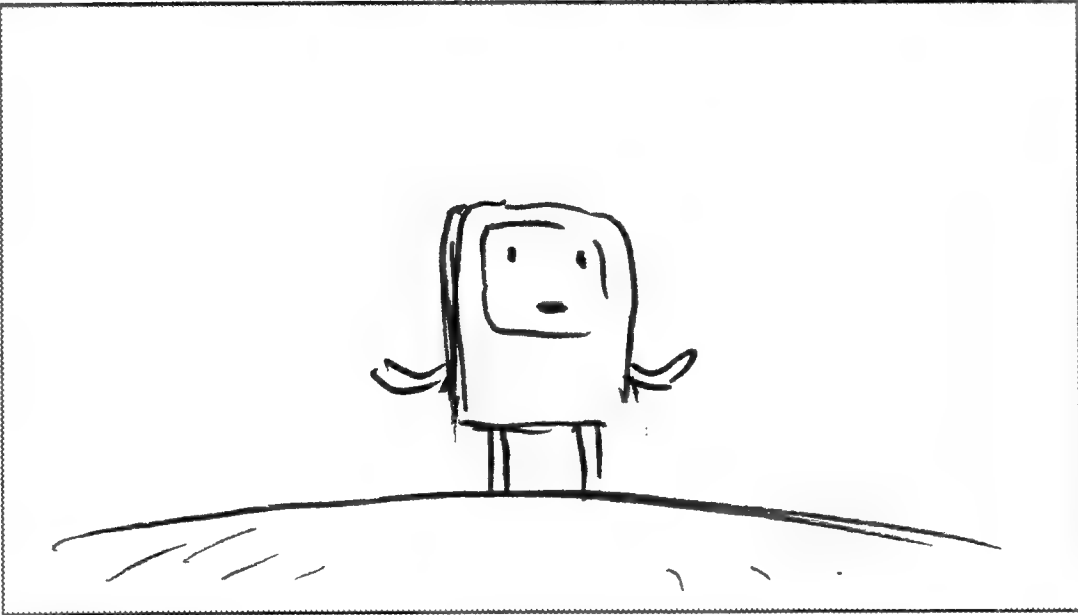
1034-224
EPISODE #

Production :

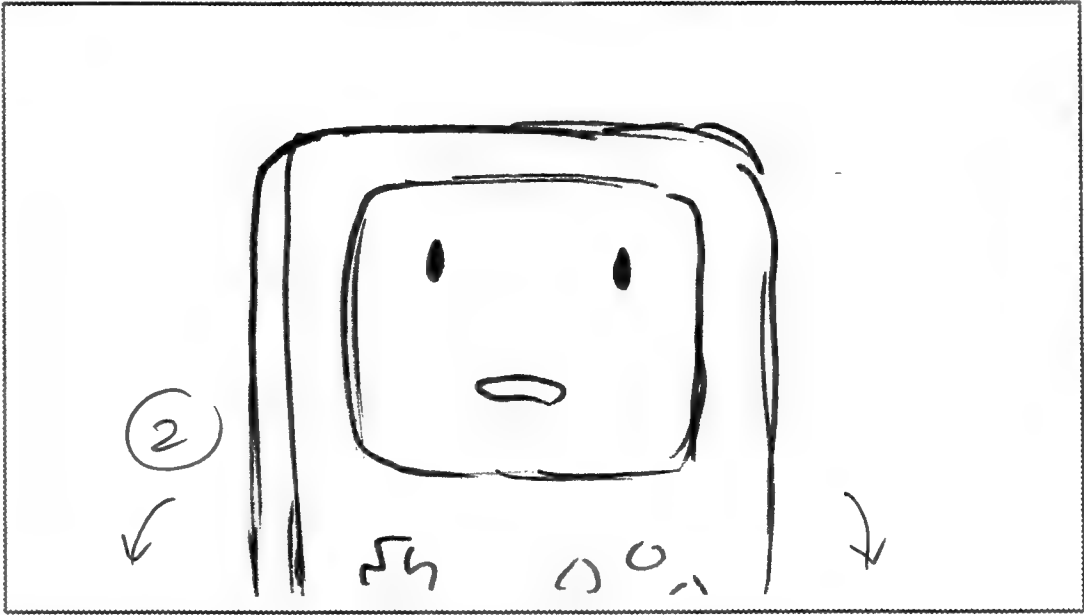
ADVENTURE TIME



Sc. 120 Pnl. B Bg. day night



Sc. 121 Pnl. A Bg. day night



1034-224

EPISODE #

| | | | |
|---------|---|---|---|
| Dialog: | <p>(BMO) → You won't ever be able to tell: if everything's going totally haywire, →</p> | <p>(1) (BMO) → or maybe actually everything's perfectly fine.</p> | <p>(2) (SFX) ⇒ CU-CHUNK-HISSSS [hydraulic retraction]</p> |
| Action: | | | |
| Timing: | | | |

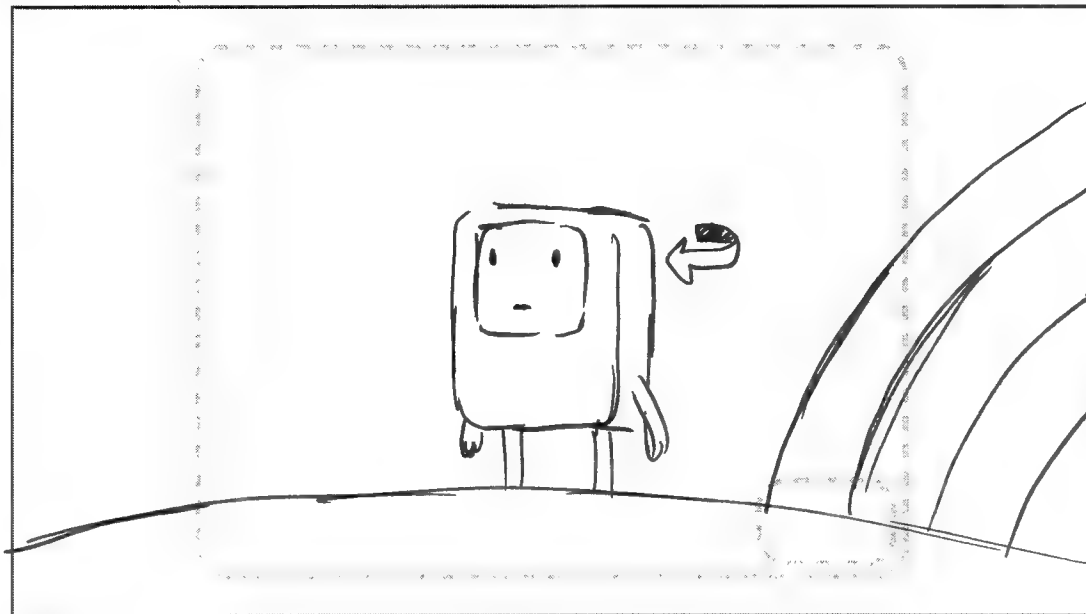
Production :

ADVENTURE TIME

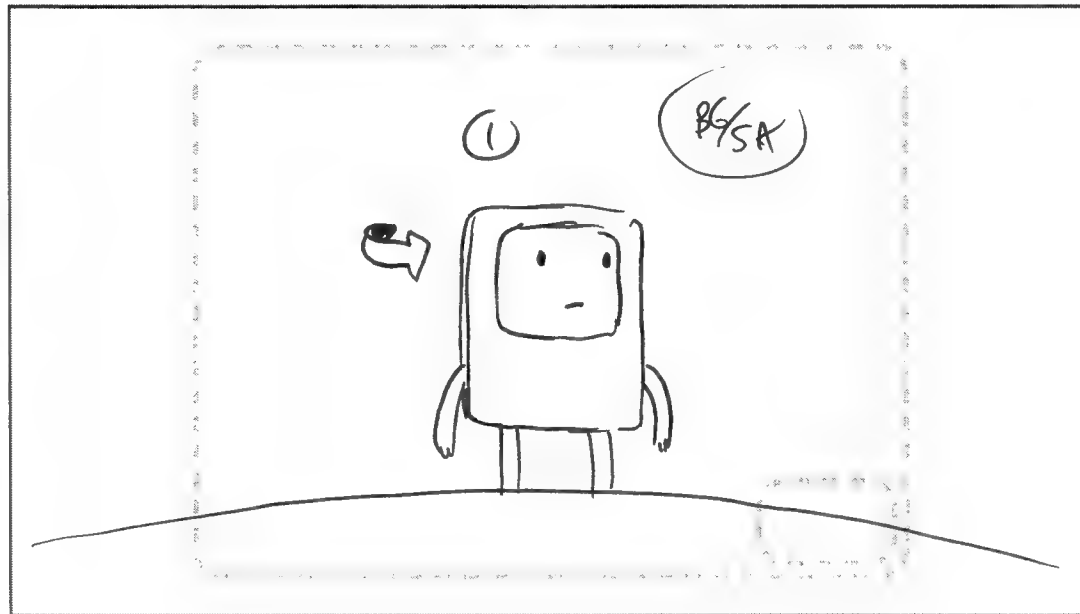


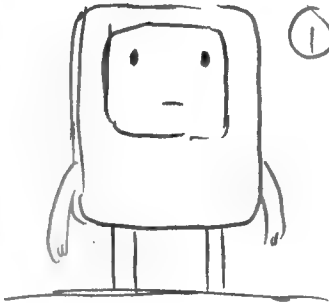

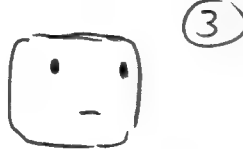
Page 146

Sc. 122 Pnl. A Bg. day night



Sc. 122 Pnl. B Bg. day night



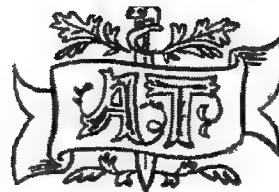
| | | | |
|---------|---|--|--|
| Dialog: | ① BMO hm? | | |
| | ② ≥ CU-CHUNK HISSS ≡ | | |
| Action: |  | | |
| Timing: |   | | |

Production :

EPISODE #

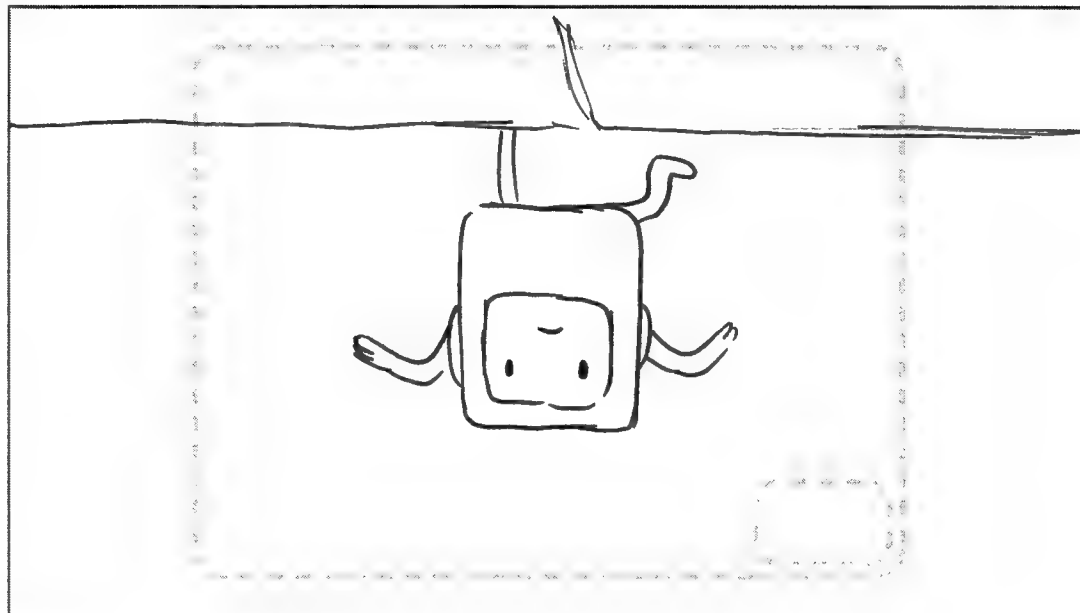
1034-224

ADVENTURE TIME

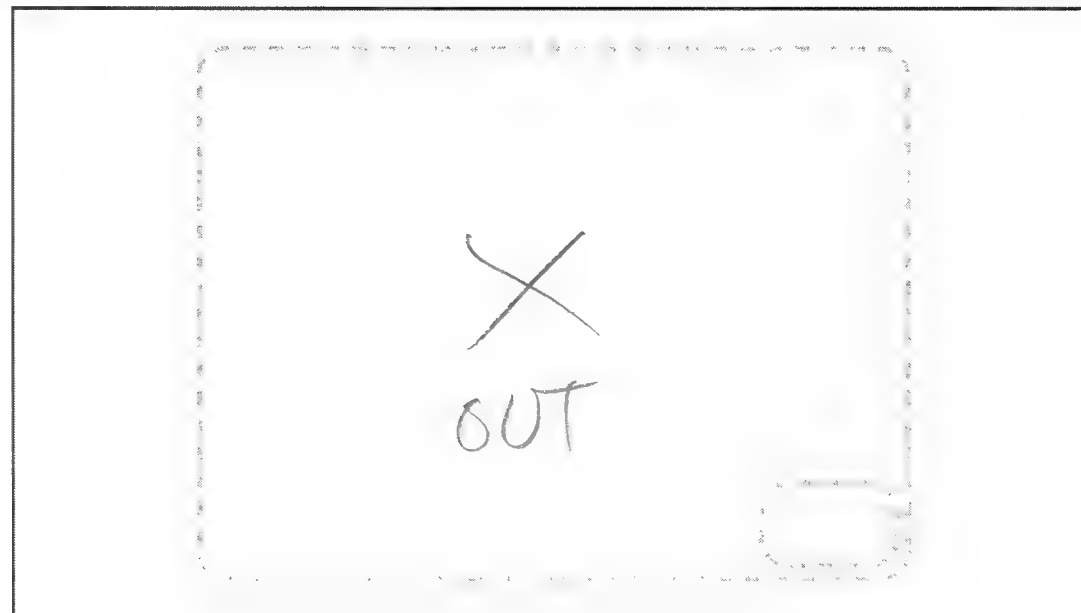


Page 147

Sc. 123 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(SFX) ≡ CU-CHUNK HISS ≡

Action:

Timing:

EPISODE #

1034-224

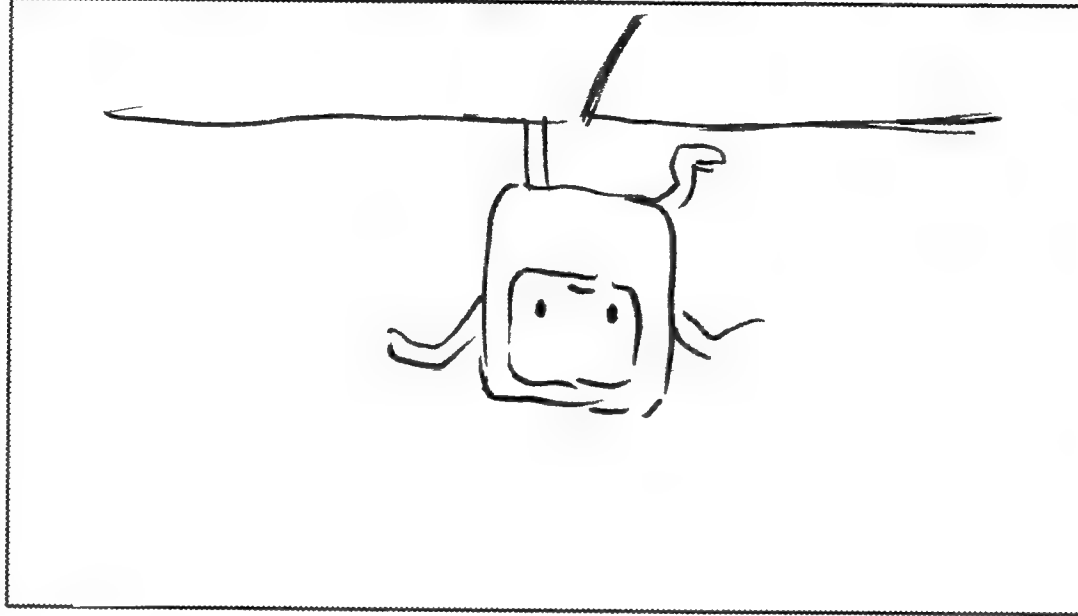
Production :

ADVENTURE TIME

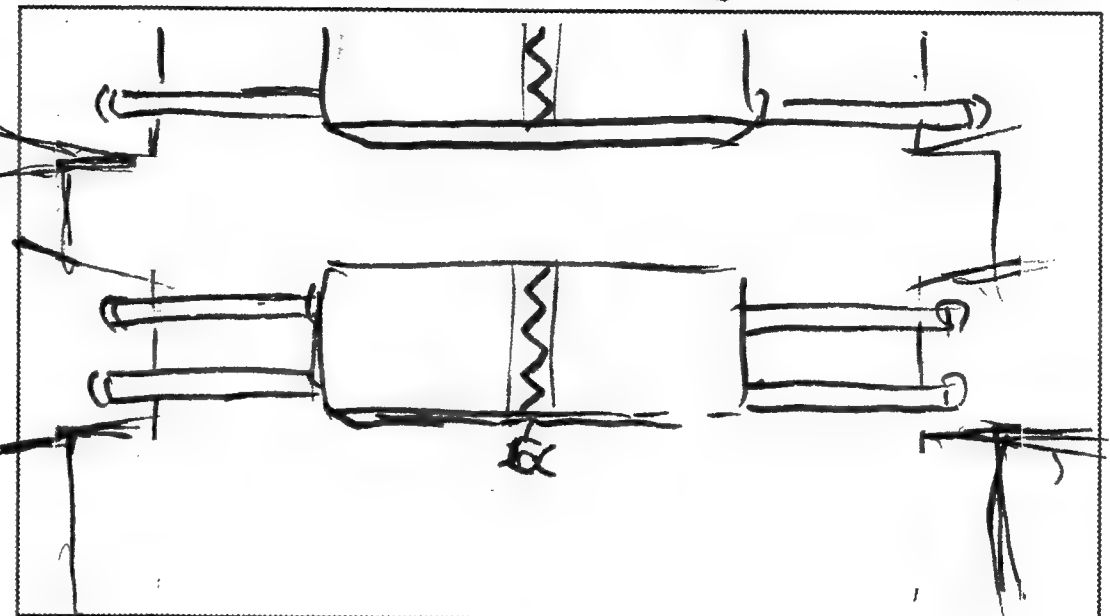


Page 148

Sc. 123 Pnl. B Bg. day night



Sc. 124 Pnl. A Bg. day night



| |
|---------|
| Dialog: |
| Action: |
| Timing: |

EPISODE # **1034-224**
Production :

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ADVENTURE TIME



149

Sc.

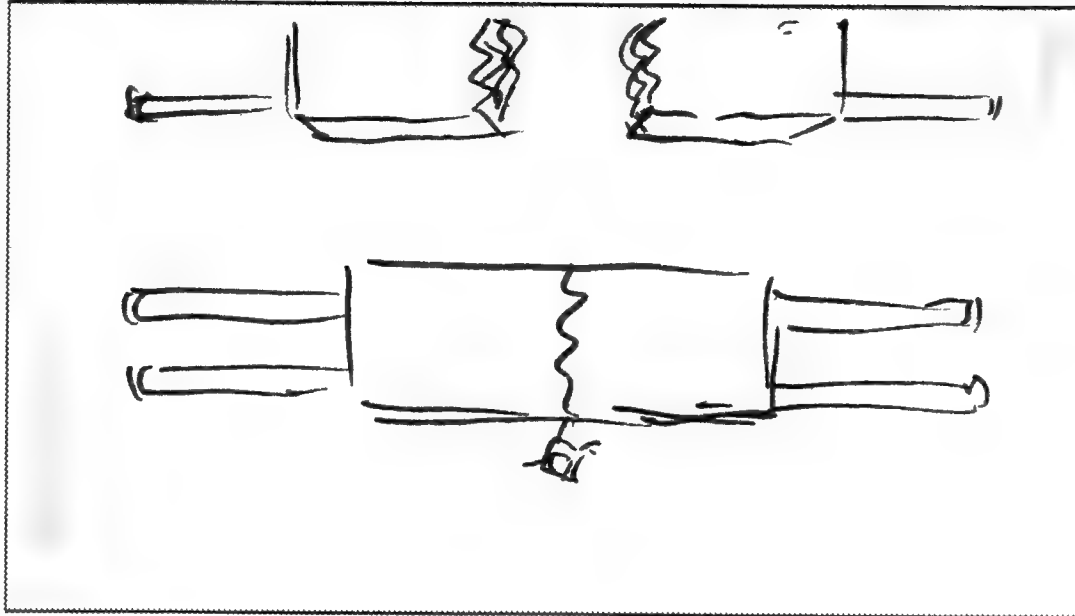
124

Pnl.

B

Bg.

day night



Sc.

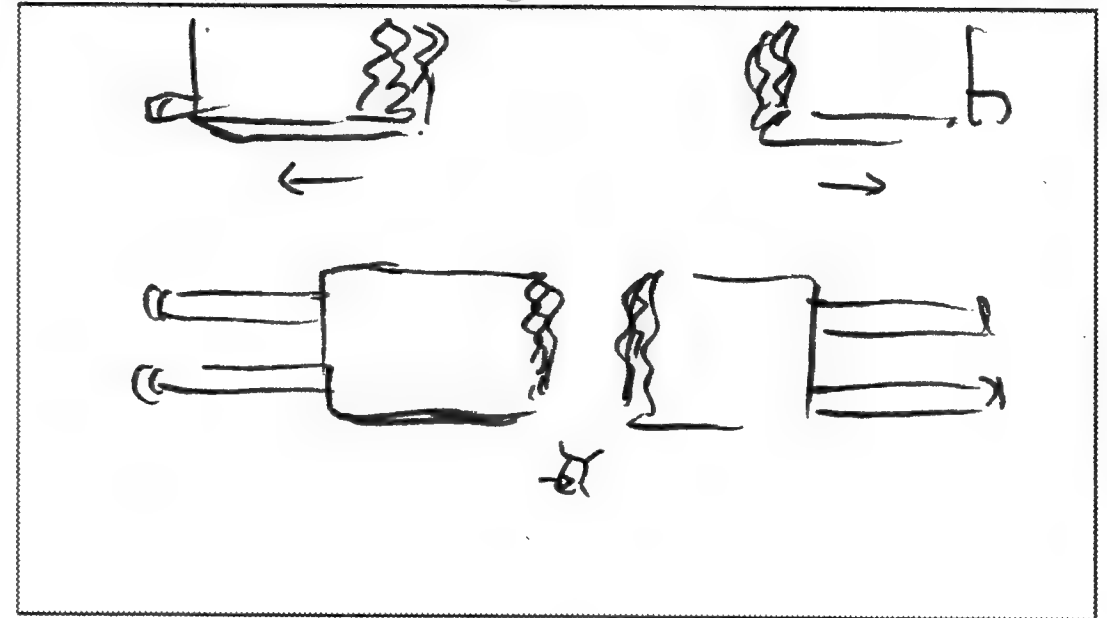
124

Pnl.

C

Bg.

day night



Dialog:

CU-CHUNK
HISS

Action:

- Mashers retract

masher movement

- ① mashers jolt apart in one quick motion
- ② mashers slow down as they continue to move apart
- ③ mashers slow down as they continue to move apart

CU-CHUNK

(BMD) YAAA →

Timing:

1034-224

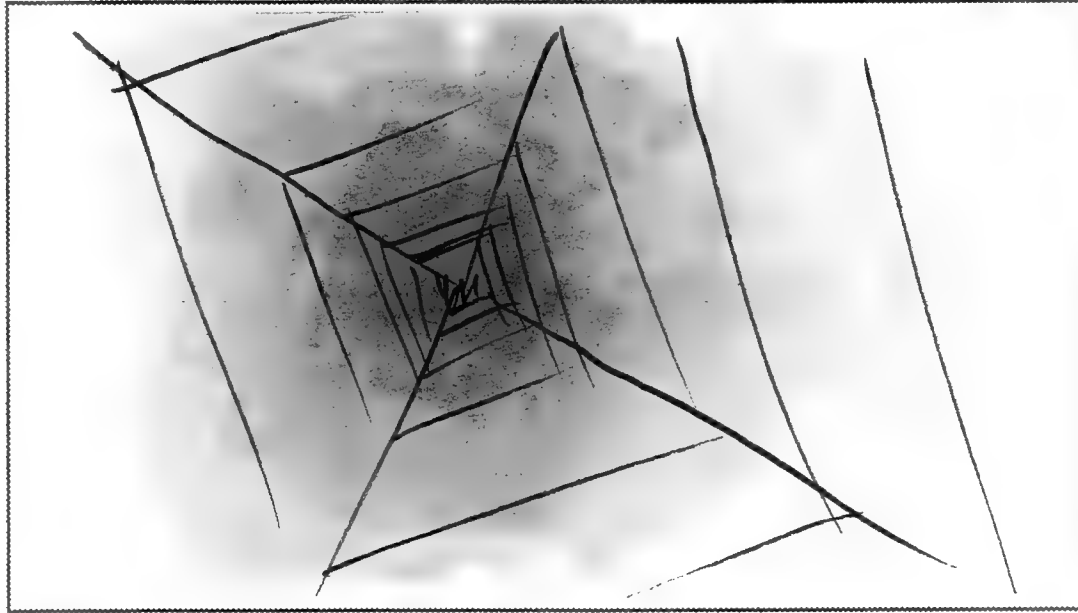
EPISODE #

Production :

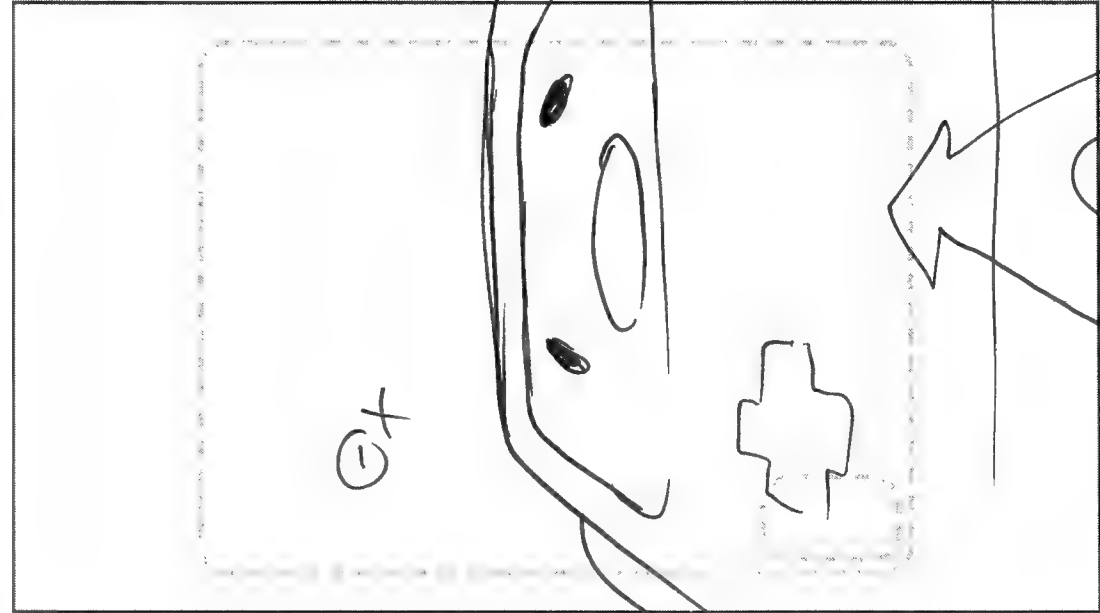
ADVENTURE TIME



Sc. 125 Pnl. A Bg. day night



Sc. 125 Pnl. B Bg. day night



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EPISODE #

1034-224

Dialog:

(BMO) YAAAA →

Action:

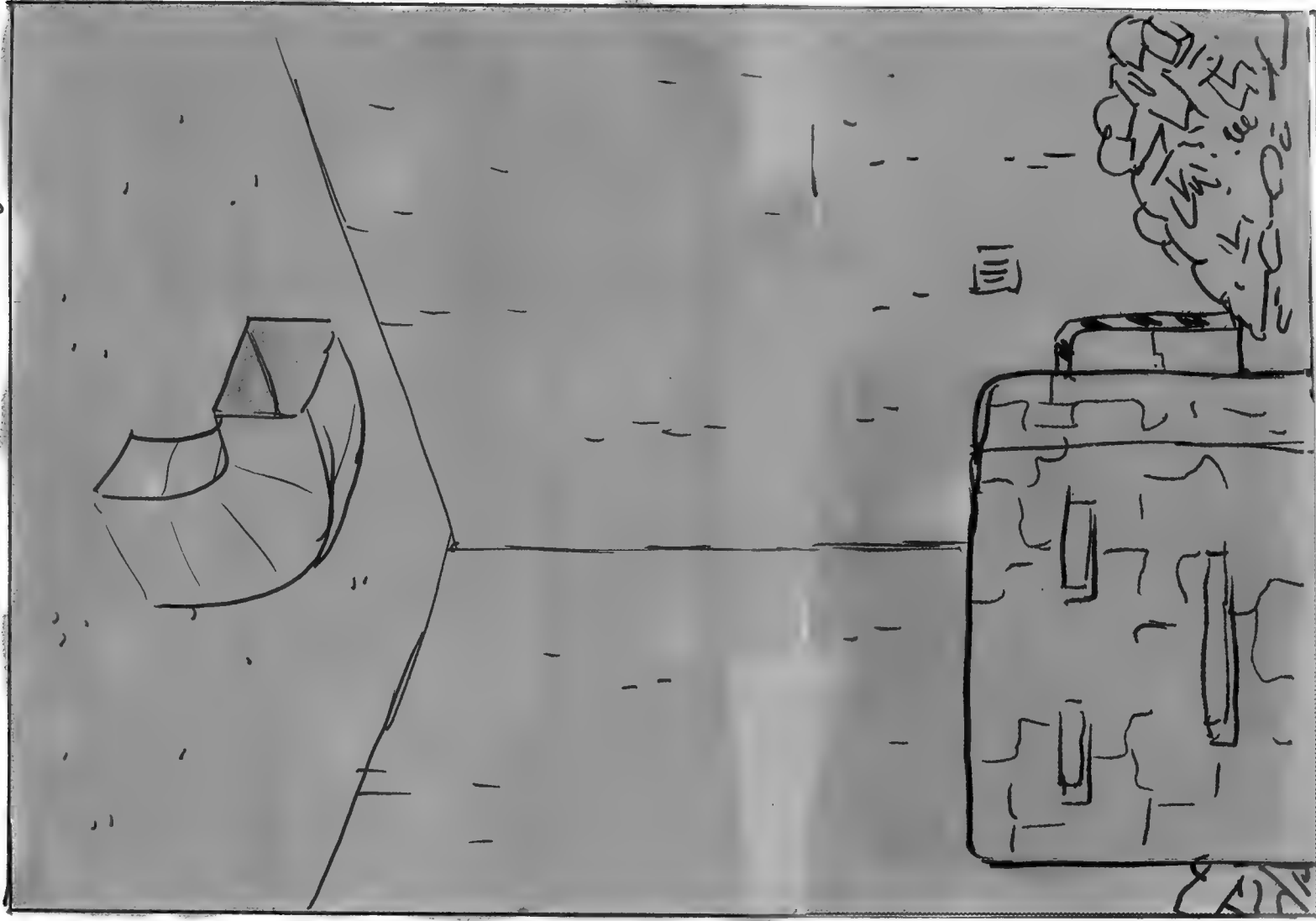
- BMO falls down ctf

Timing:

(2) +  (3) + (OUT)

Production :

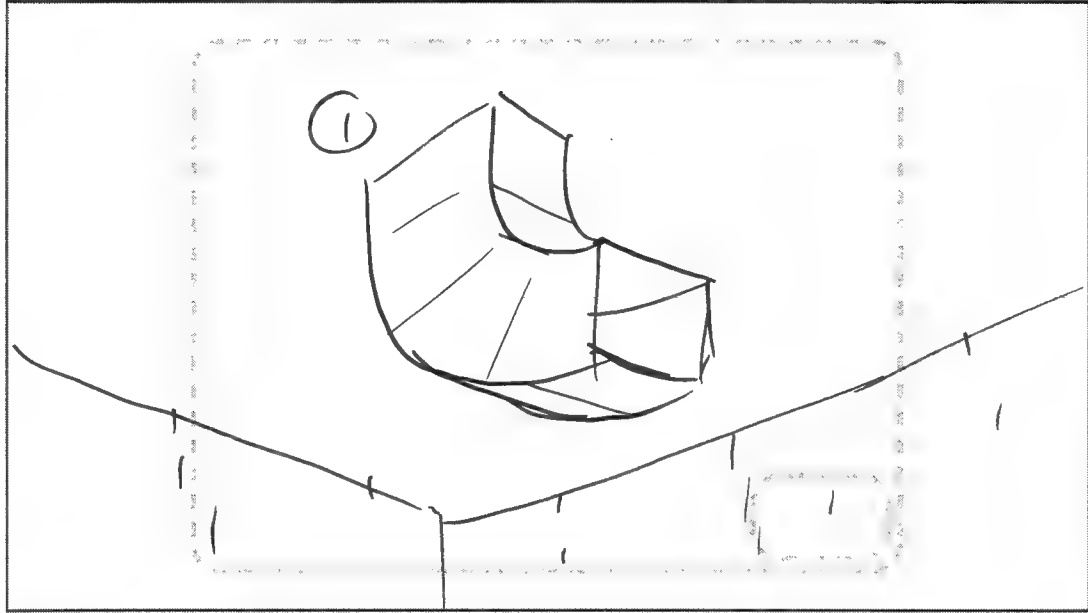
Sc. 126 Dnl. A By.



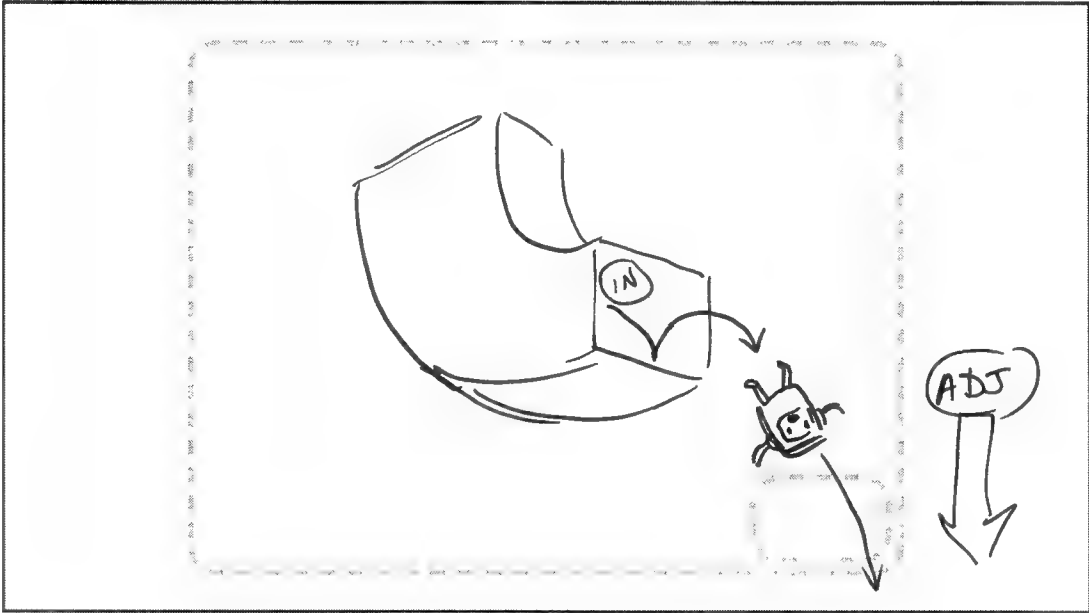
ADVENTURE TIME



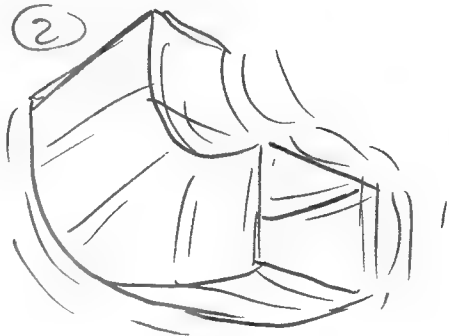
Sc. 126 Pnl. B Bg. day night



Sc. 126 Pnl. C Bg. day night



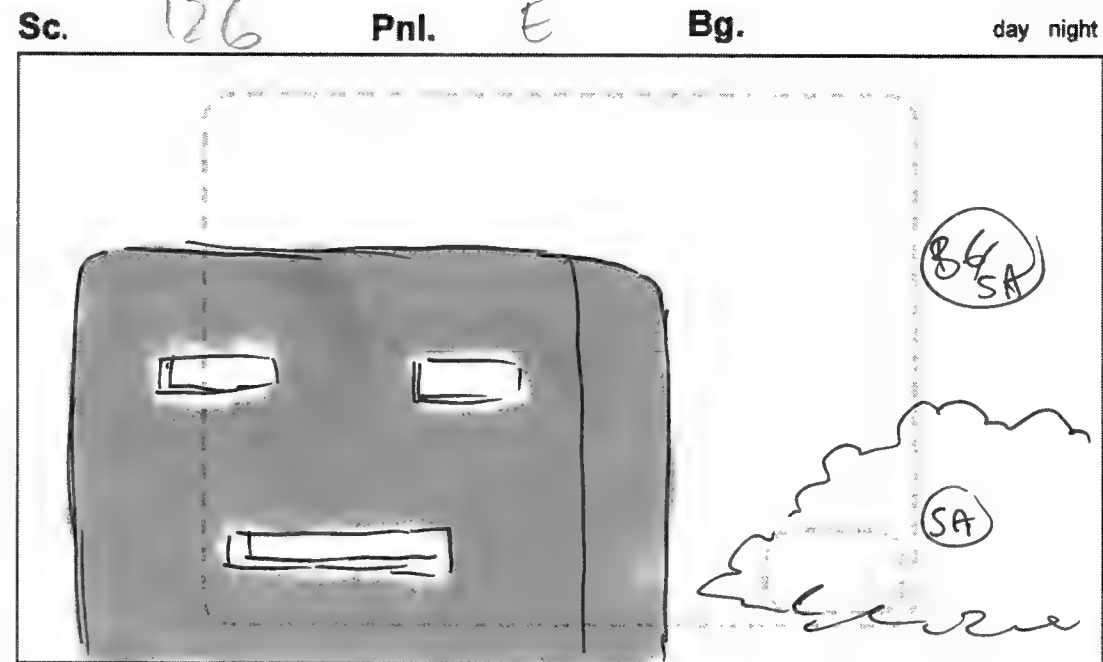
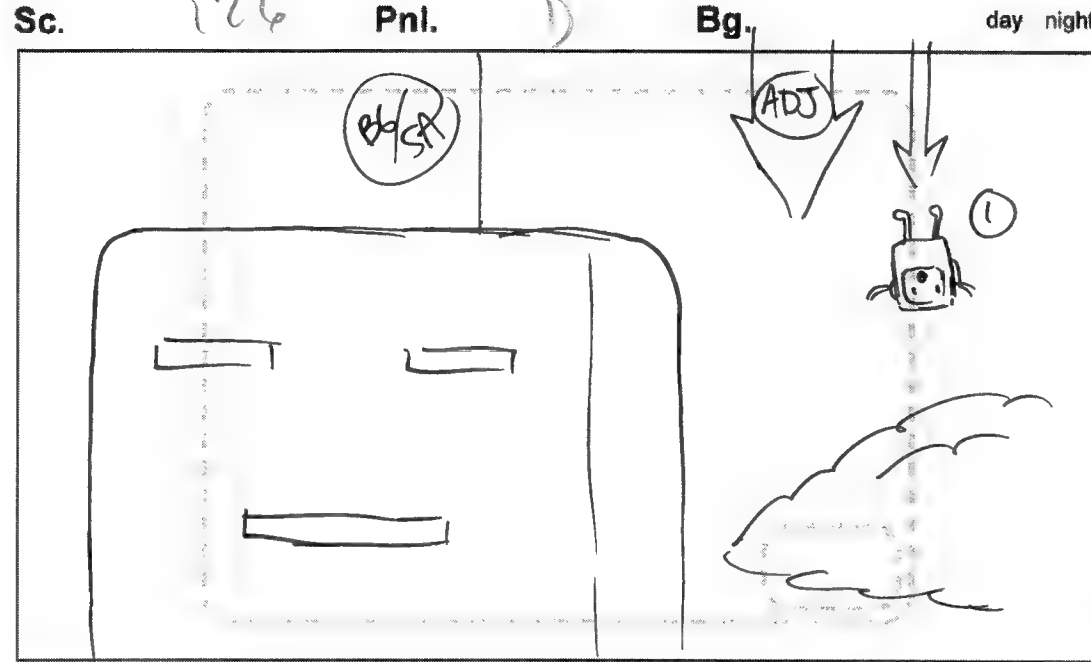
| | | |
|---------|---|--|
| Dialog: | (BMO) → YAAAA * SFX: BING BONG BANG (2) | |
| Action: | (2) - BMO tumbles out of vent | |
| Timing: | | |



ADVENTURE TIME



Page 153



Dialog:

(SFX) * SMASH! *

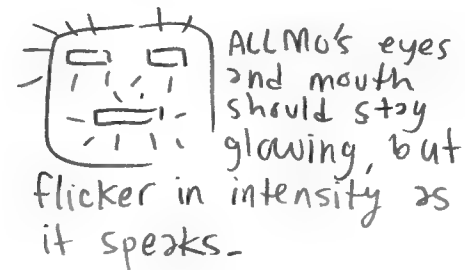
Action:

- BMO falls into trash pile

Timing:



(ALLMO) Powers up, eye + mouth lights begin to glow.



EPISODE # 1034-224

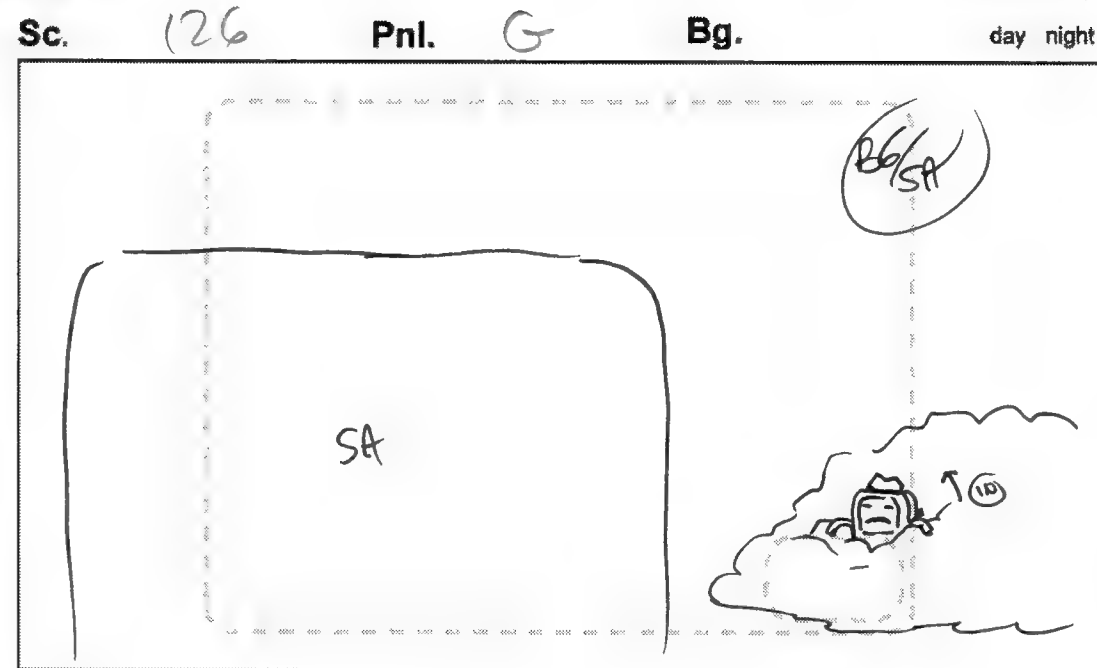
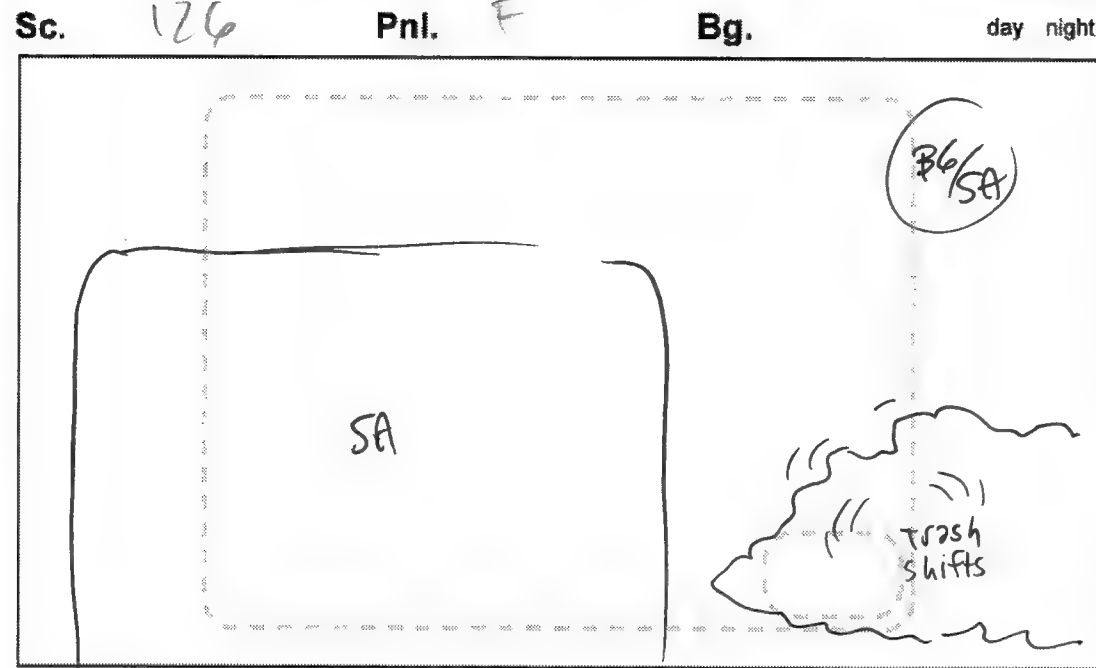
Production :

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ADVENTURE TIME



Page 154



Dialog:

BMO(soft) u h h h h...

Action:

- trash shifts around as BMO moves inside

- BMO crawls out of trash

Timing:

1034-224

EPISODE #

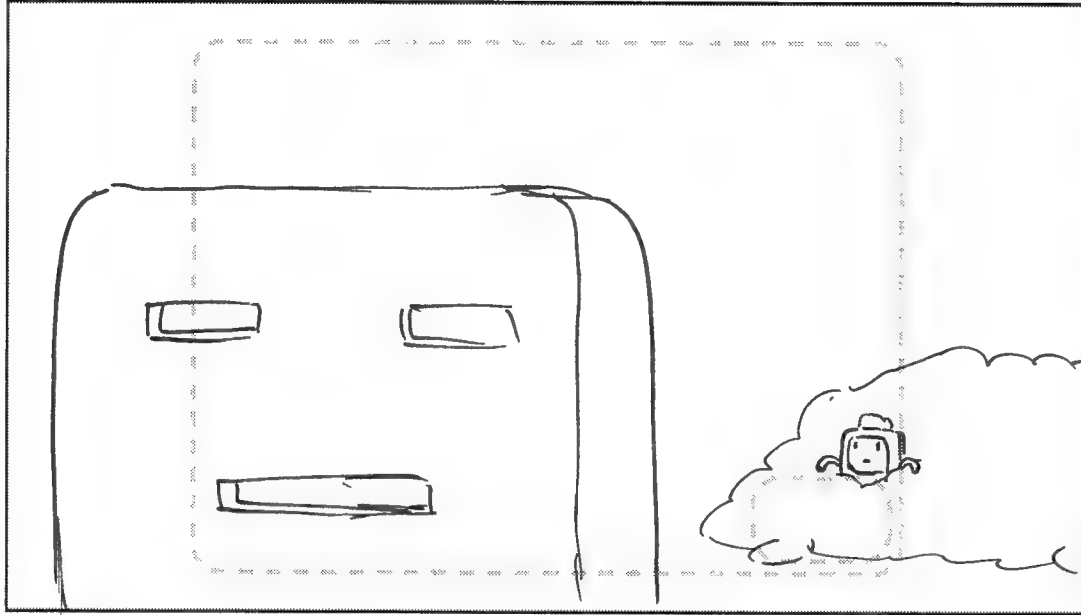
Production :

ADVENTURE TIME

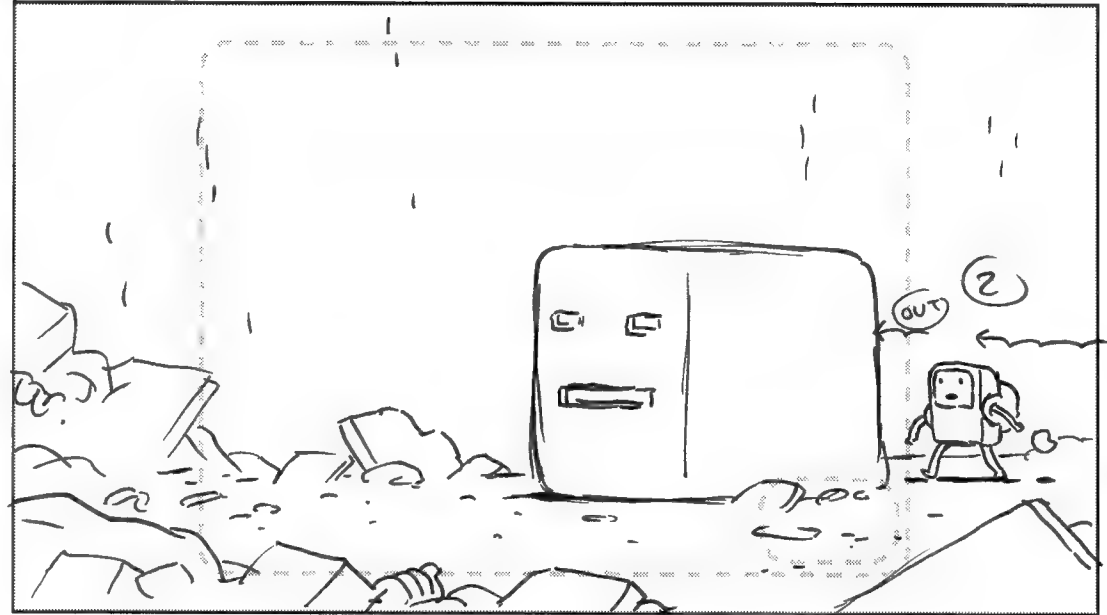


Page 155

Sc. 126 Pnl. H Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

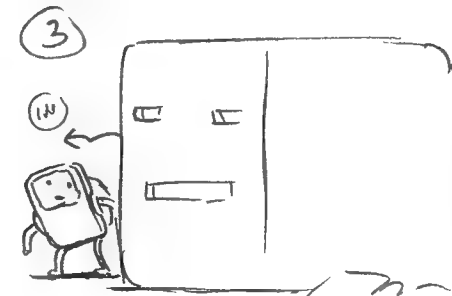
ALLMO: who- who's there? Moe?

BMO No... it's only me - BMO.

Action:

- BMO removes trash from head (1) while walking.

Timing:



1034-224

EPISODE #

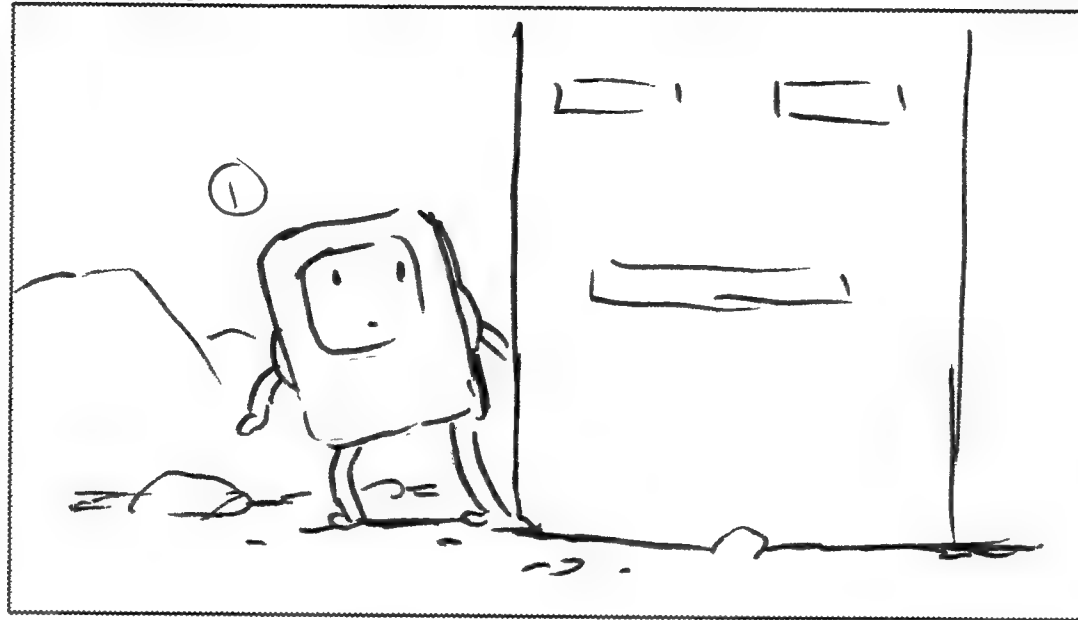
Production :

ADVENTURE TIME

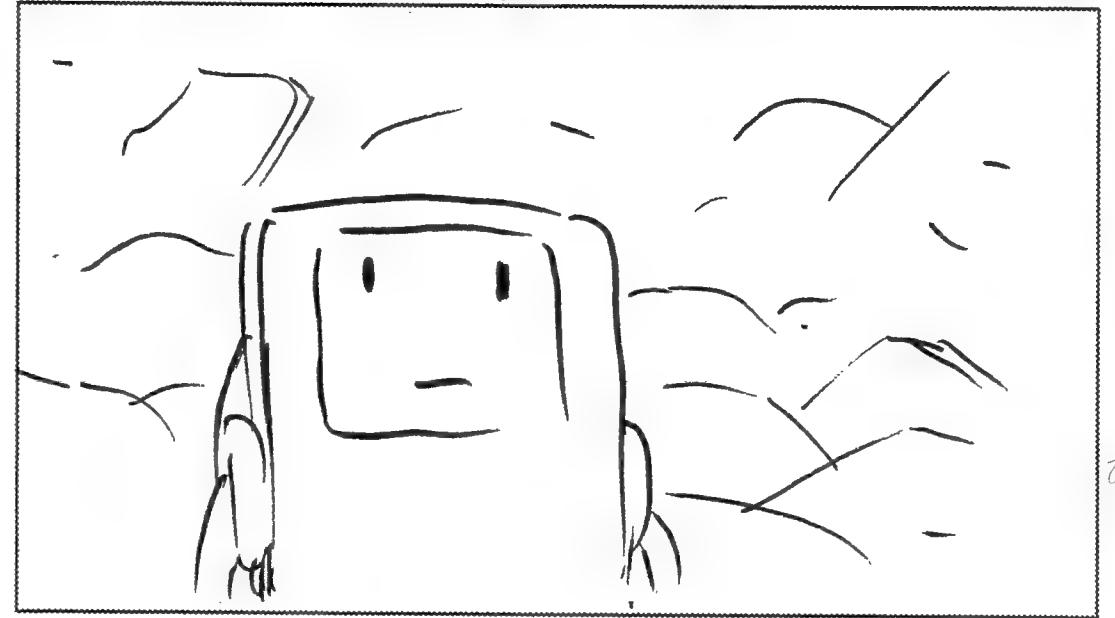


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Sc. 128 Pnl. A Bg. day night



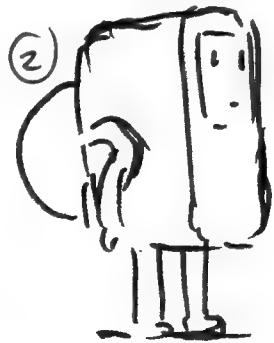
Sc. 129 Pnl. A Bg. day night



Dialog:

(MO+) BMO?! OH
thank goodness
thank goodness!

Action



Timing

(ALMO+) Oh I'm
so glad you're
here.

1034-224

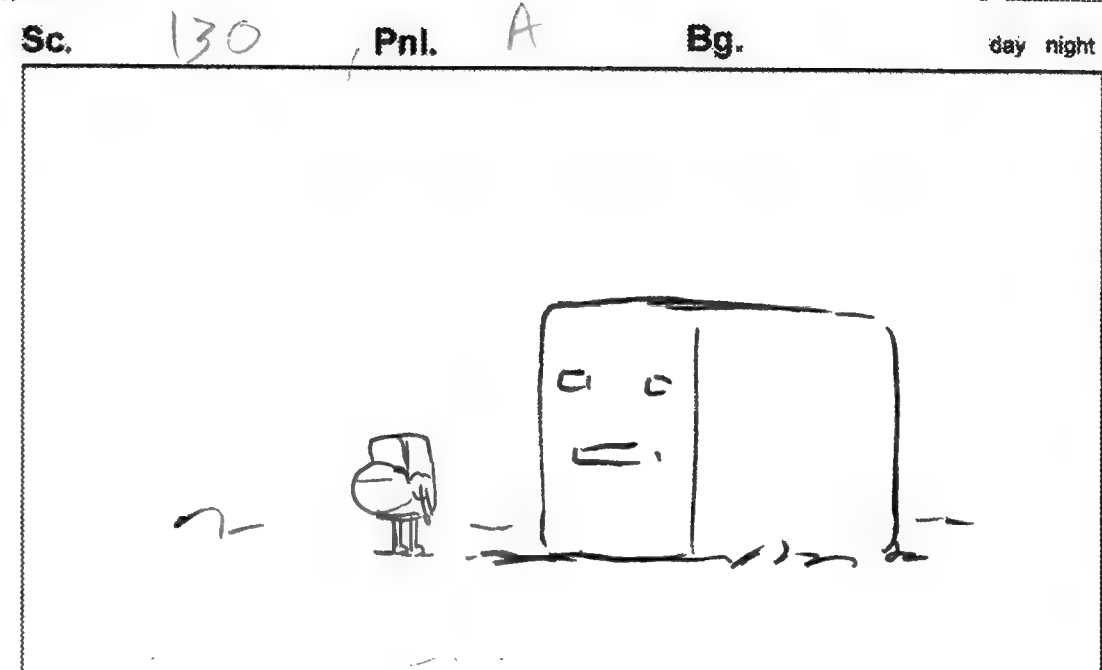
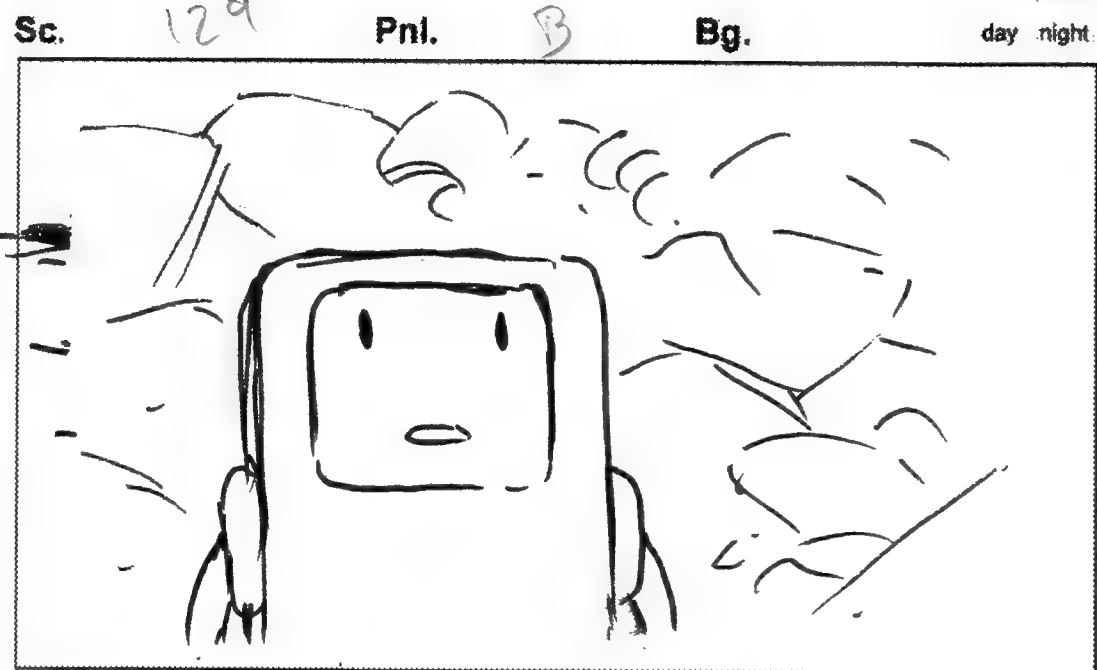
EPISODE #

Production :

ADVENTURE TIME



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EPISODE #

Production :

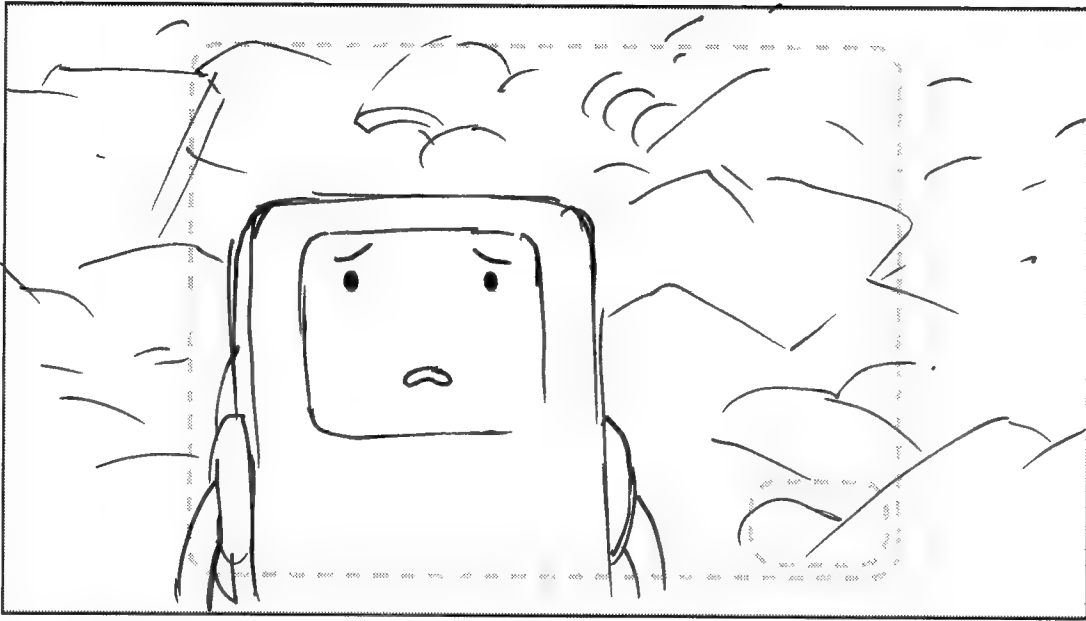
| | | |
|---------|---|--|
| Dialog: | <u>BMO</u> Who are you? Are you a MO too? | <u>MO+</u> Oh.. BMO No,, No, I.. am ALL mos... |
| Action: | | |
| Timing: | | |

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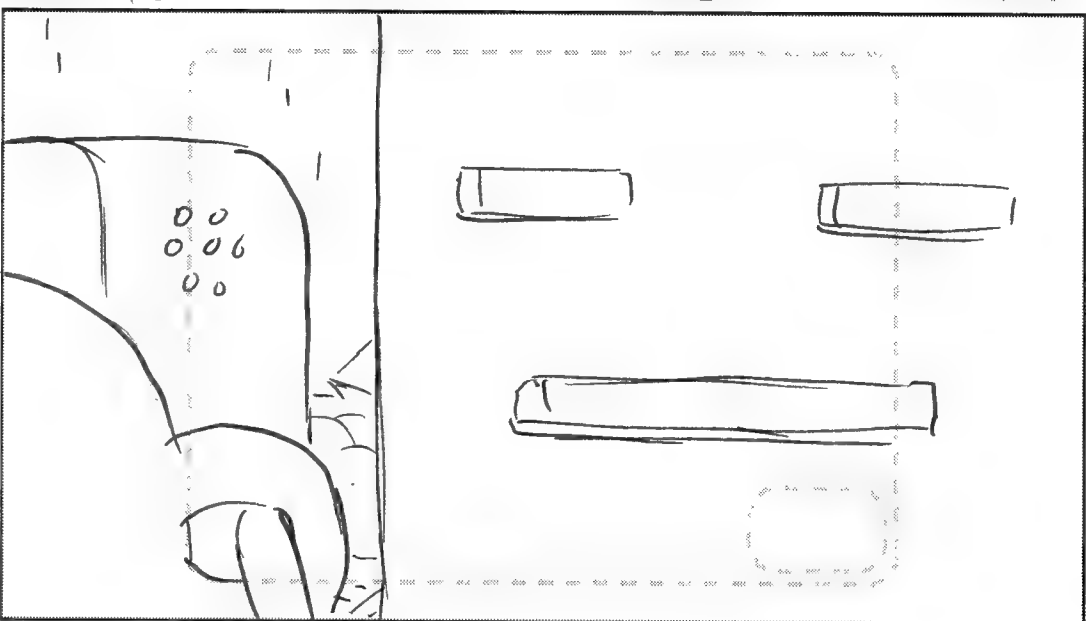
ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night



Sc. 132 Pnl. A Bg. day night



Dialog: (BMO) All... Mo's? ... I ...
I don't understand. (ALLMO) Of course not - I'm so sorry -
let me explain...

Action: (1)

Timing:

1034-224
EPISODE # 25
Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

DISSOLVE

Sc. 133 Pnl. Bg. day night

Dialog:

ALLMO VO Peace had reigned at
Mo's wondrous factory for a hundred
hundred years...

Action:

[reuse "Be More" footage]

Timing:

1034-224

EPISODE #

Production :

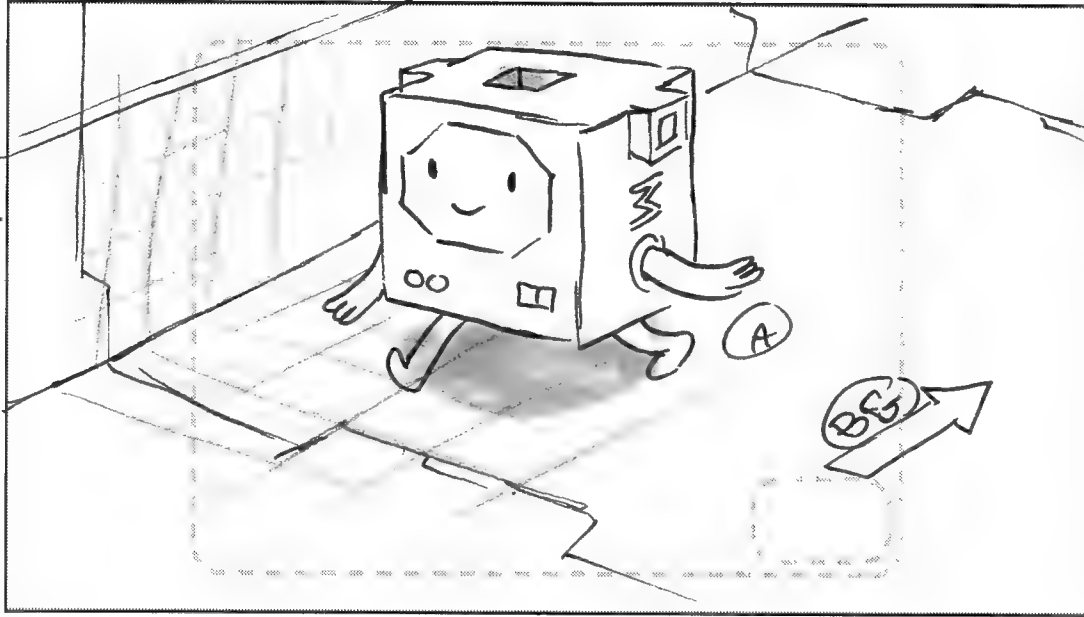
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ADVENTURE TIME

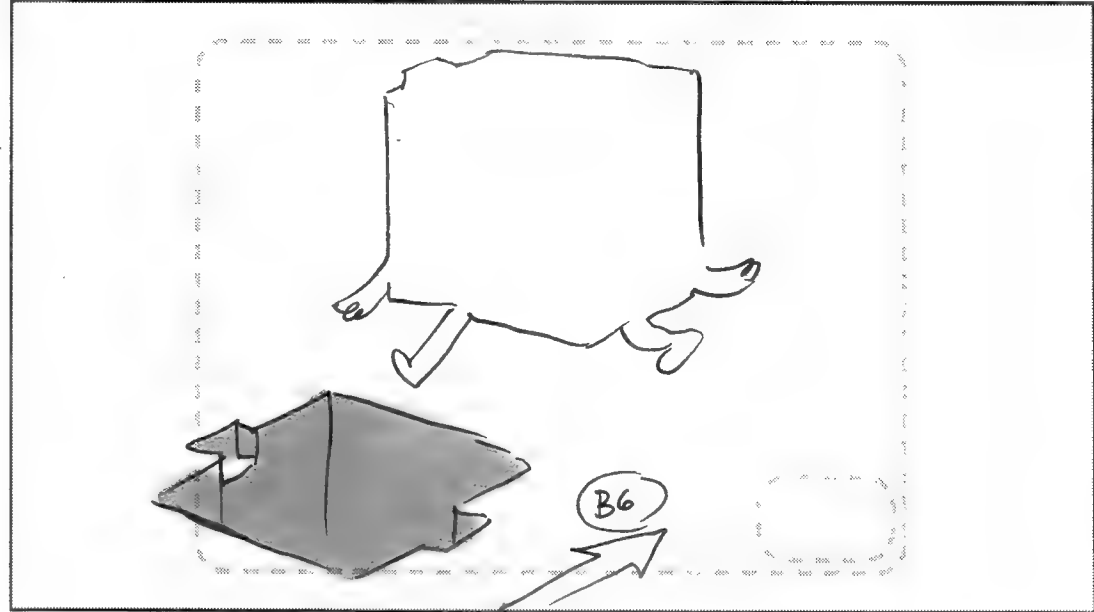


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Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. 3 Bg. day night



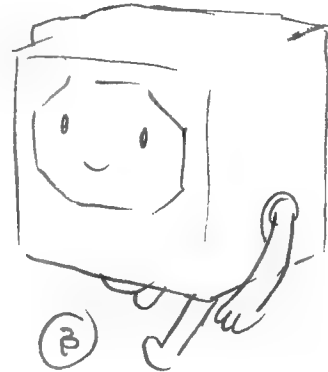
Dialog:

ALLMO (vo): There was a place for every MO, →

Action:

- [MO] (square Mo) walks down corridor.

Timing:



1034-224

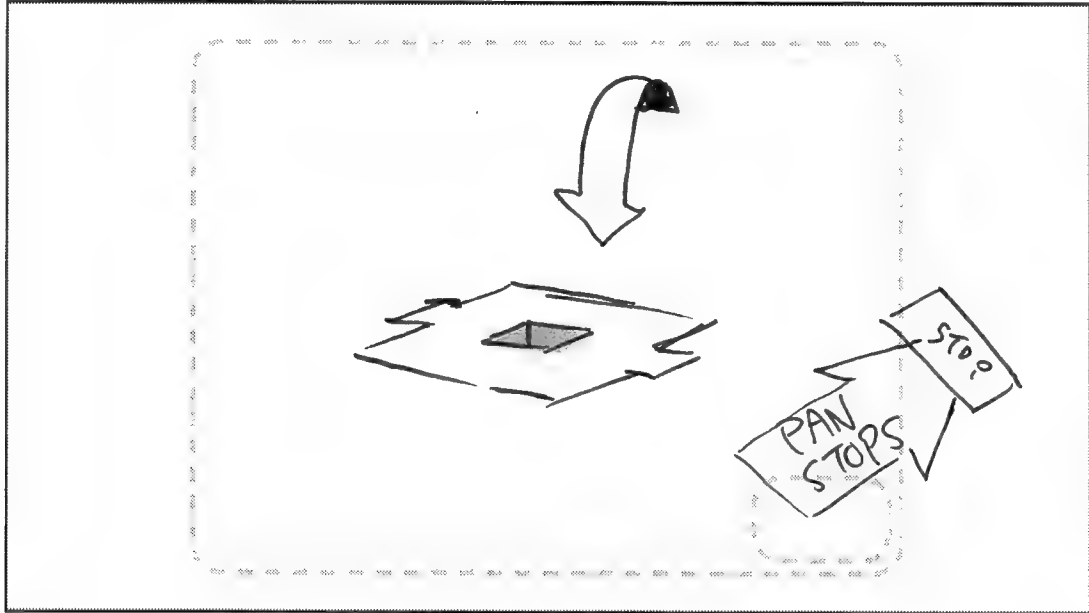
EPISODE # 27

Production :

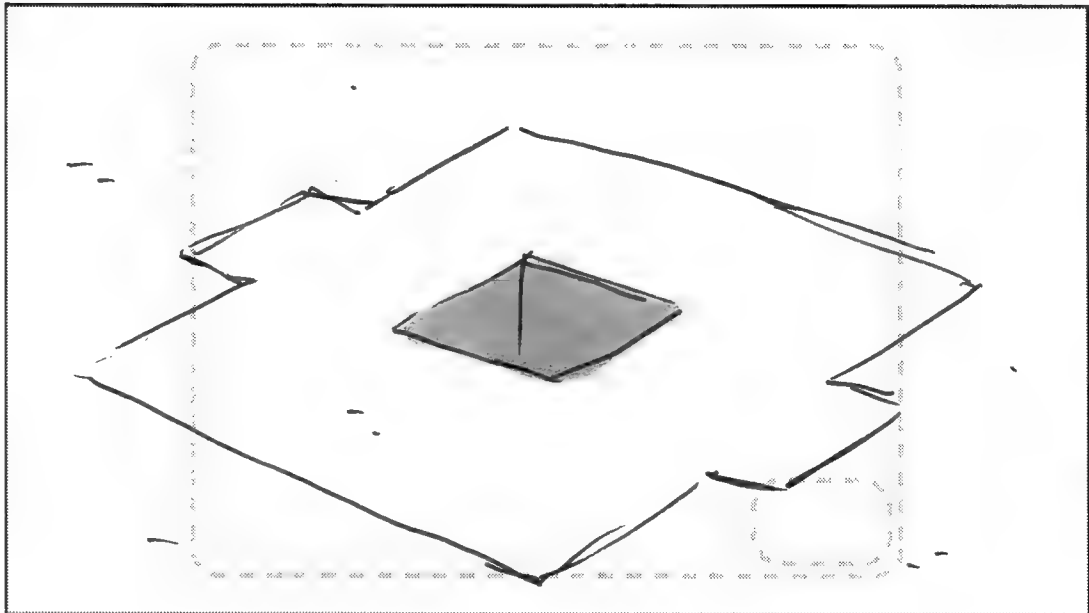
ADVENTURE TIME



Sc. 134 Pnl. C Bg. day night



Sc. 135 Pnl. A Bg. day night



Dialog: SFX: Shunk
ALLMO VO → and every MO was in its place.

Action: - Squaremo sinks into custom slot

Timing:

1034-224

EPISODE #

Production :

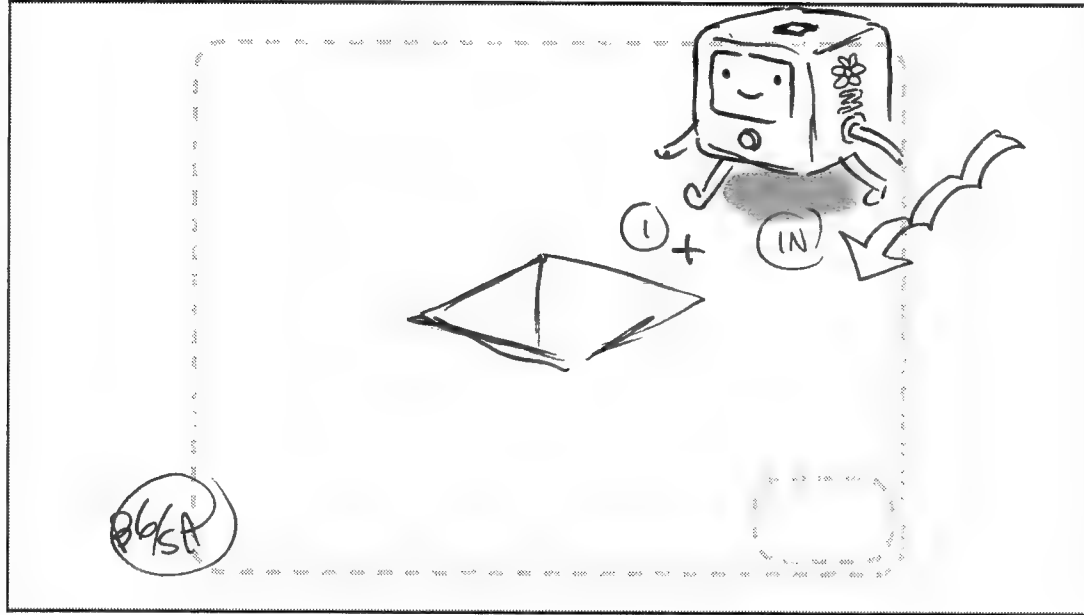
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ADVENTURE TIME

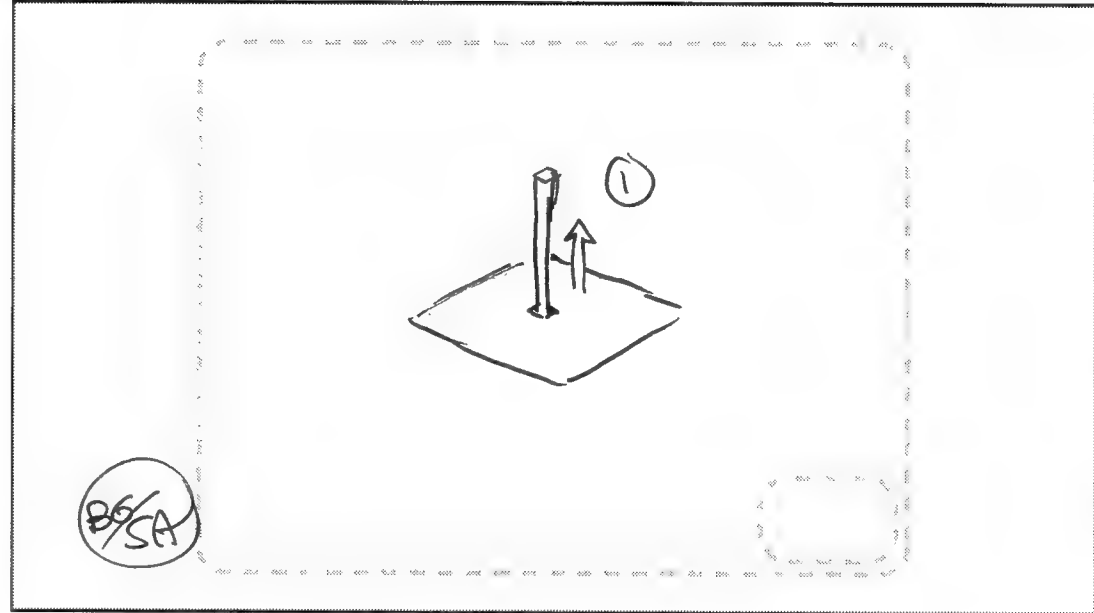


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Sc. 135 Pnl. B Bg. day night



Sc. 135 Pnl. C Bg. day night



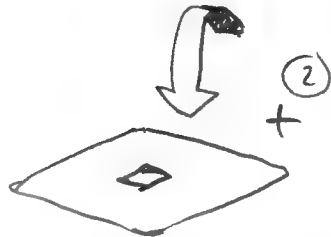
Dialog:

SFX: :shunk:

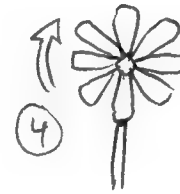
SFX: zzzt... zzzzzzzzzt.

Action:

Timing:



- flower/clo walks in
and also sinks into
diamond slot.



- robo
flower
spreads
and
unfurls.

1034-224

EPISODE #

Production :

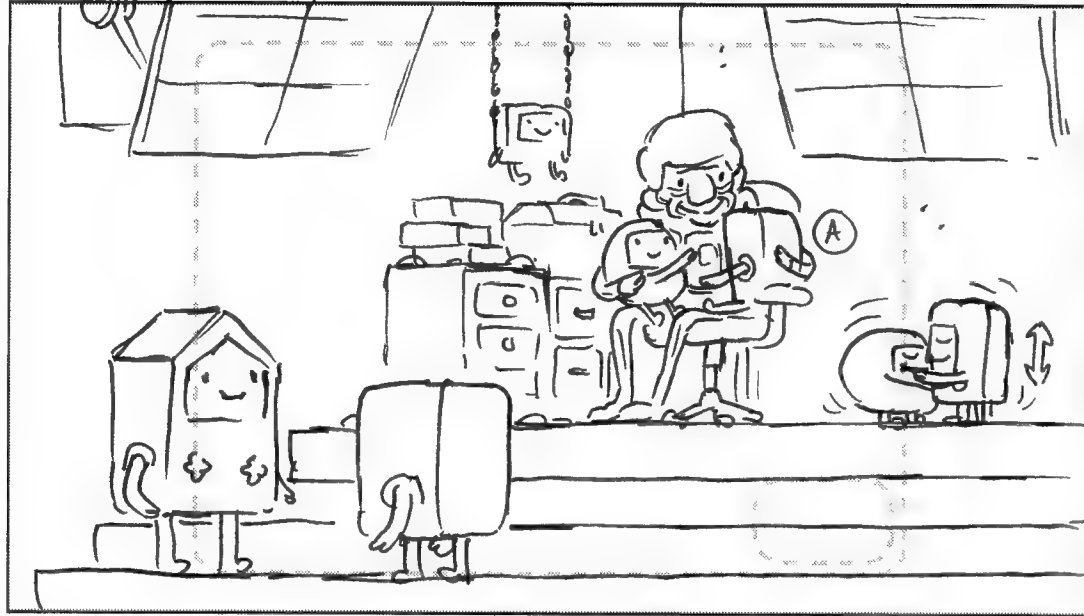
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ADVENTURE TIME

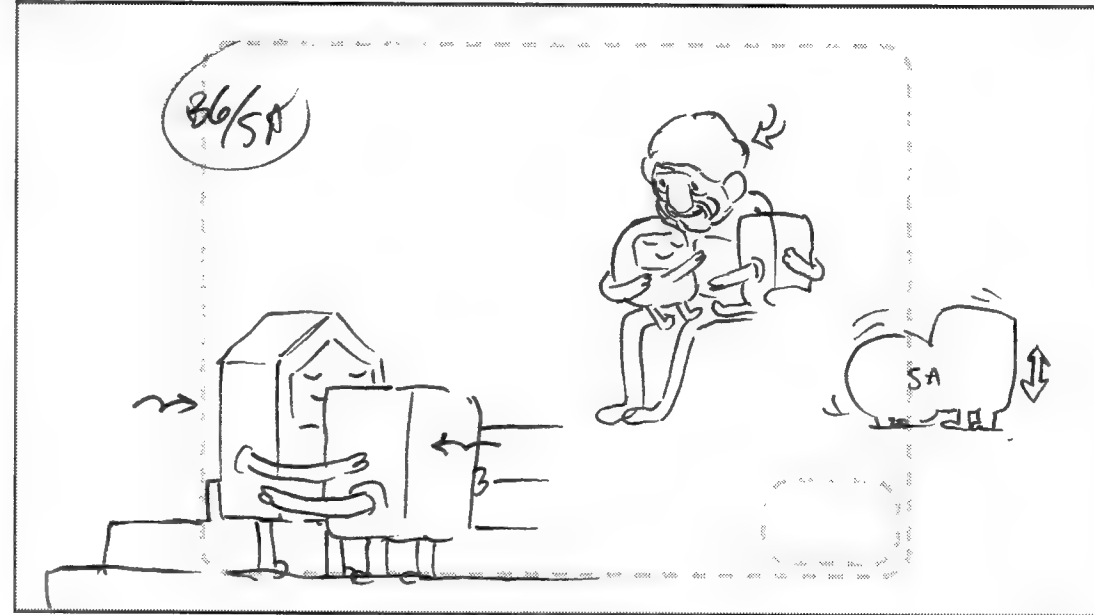


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Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. 2 Bg. day night



Dialog:

ALLMO DUO And if you wanted a
free hug, all you had to
do was ask, →

no one could say no -
it was a rule.

Action:

- MO's embrace and rages

Timing:



A B A B A B A

1034-224

EPISODE #

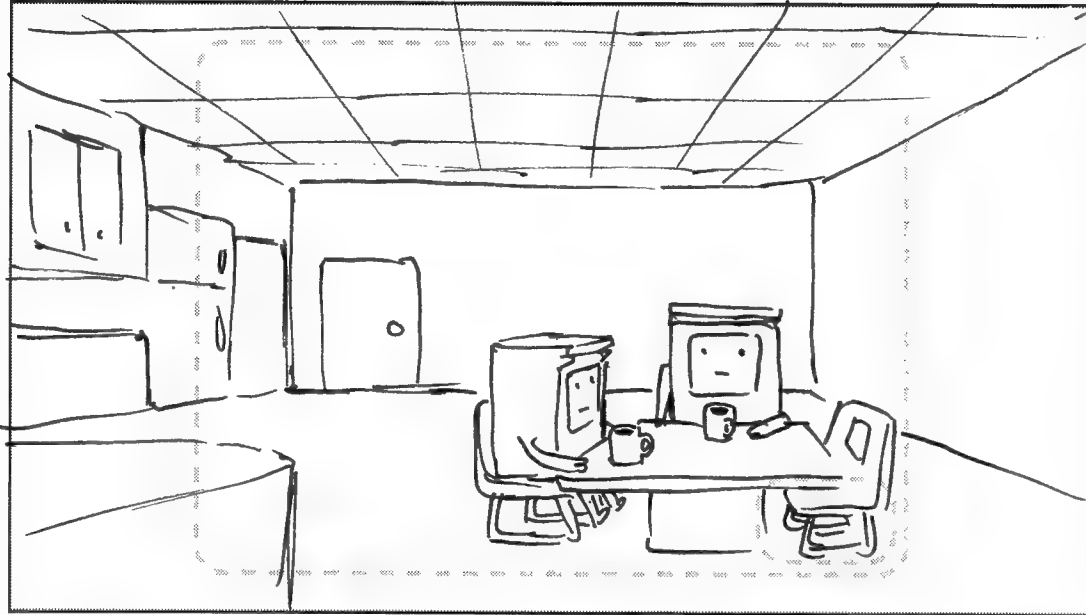
Production :

ADVENTURE TIME

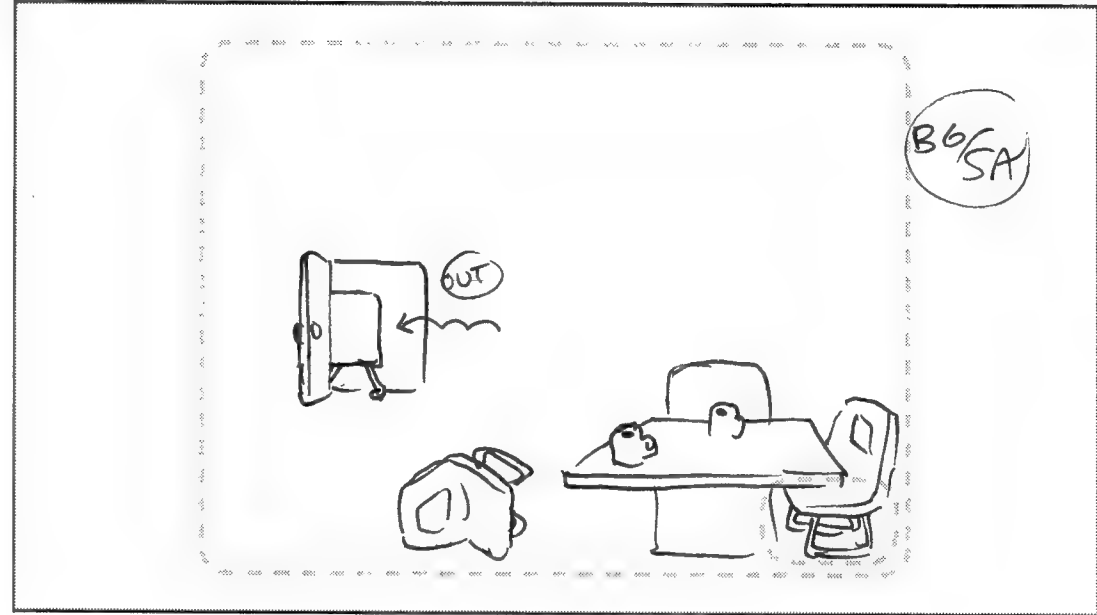


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Sc. 137 Pnl. A Bg. day night



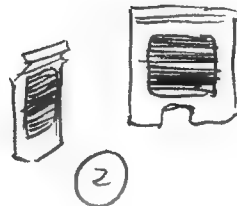
Sc. 137 Pnl. Bg. day night



Dialog:

ALMO VO until one fateful day; yesterday - when a mysterious viral signal →

Action:



- MO's screens go blank, then they walk out of room - zombified.

Timing:

1094-224

EPISODE #

21

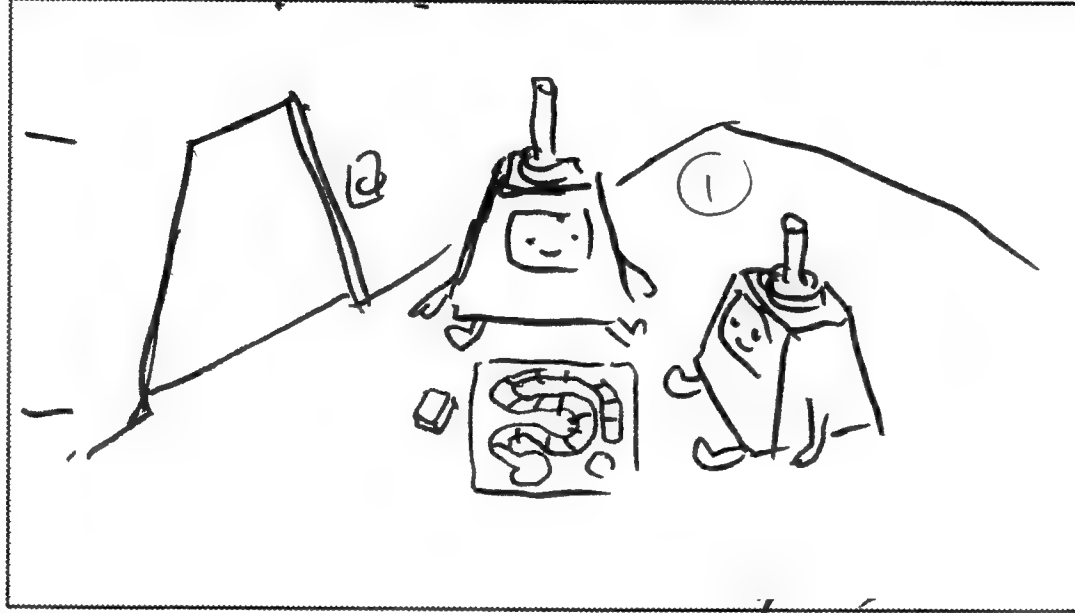
Production :

ADVENTURE TIME

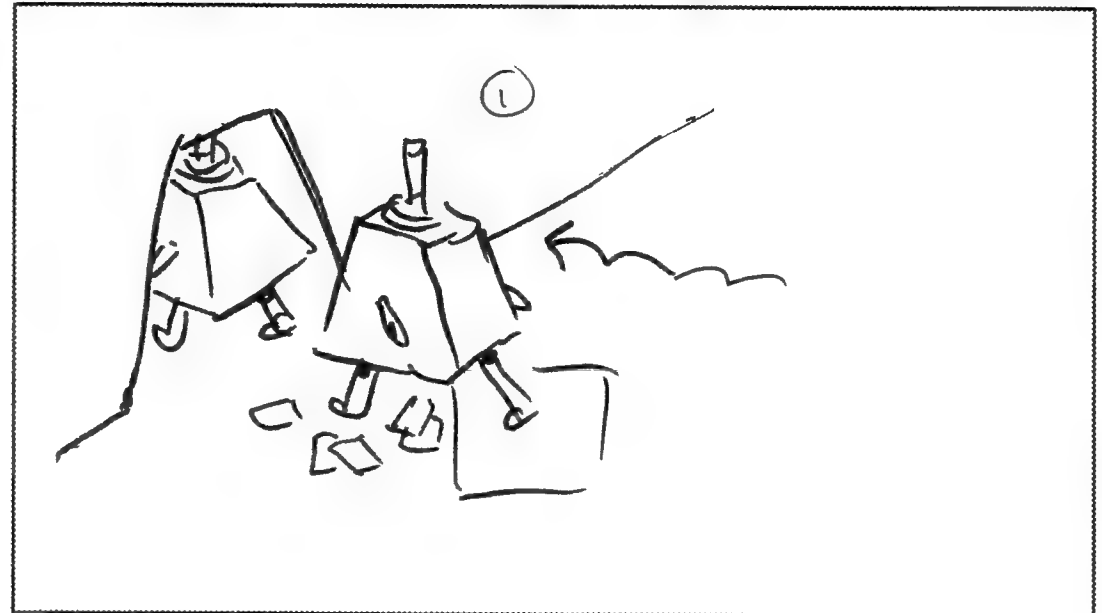


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Sc. 138 Pnl. A Bg. day night



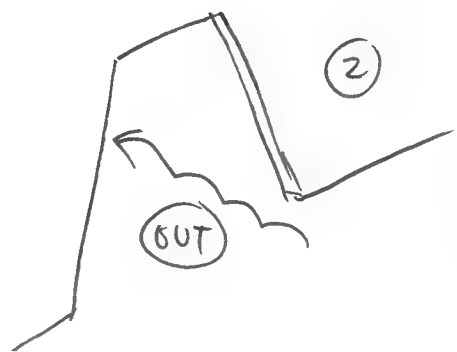
Sc. 138 Pnl. B Bg. day night



| | | |
|---------|---|--|
| Dialog: |  | <p>ALLMOVO → somehow breached our firewall and was →</p> |
| Action: | | <p>_____</p> |
| Timing: | | <p>_____</p> |

ALLMOVO

somehow breached
our firewall
and was →



EPISODE # 1034-224
Production :

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ADVENTURE TIME



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Sc.

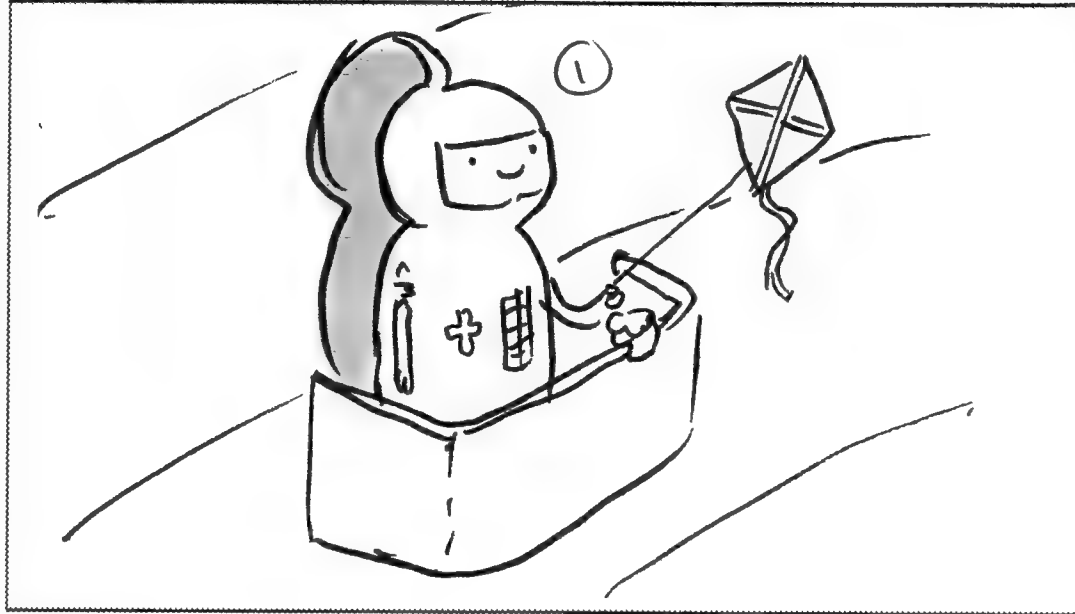
139

Pnl.

A

Bg.

day night



Sc.

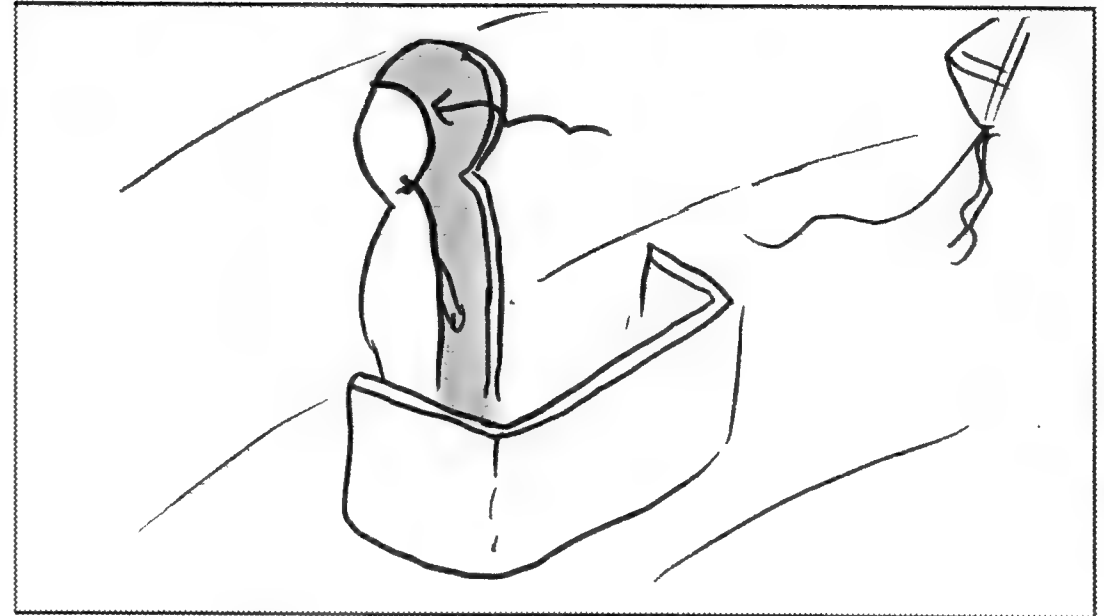
139

Pnl.

B

Bg.

day night



Dialog:

Action:

Timing:



ALCNO:
VO



broadcast
throughout
the factory →

1034-224

EPISODE #

Production :

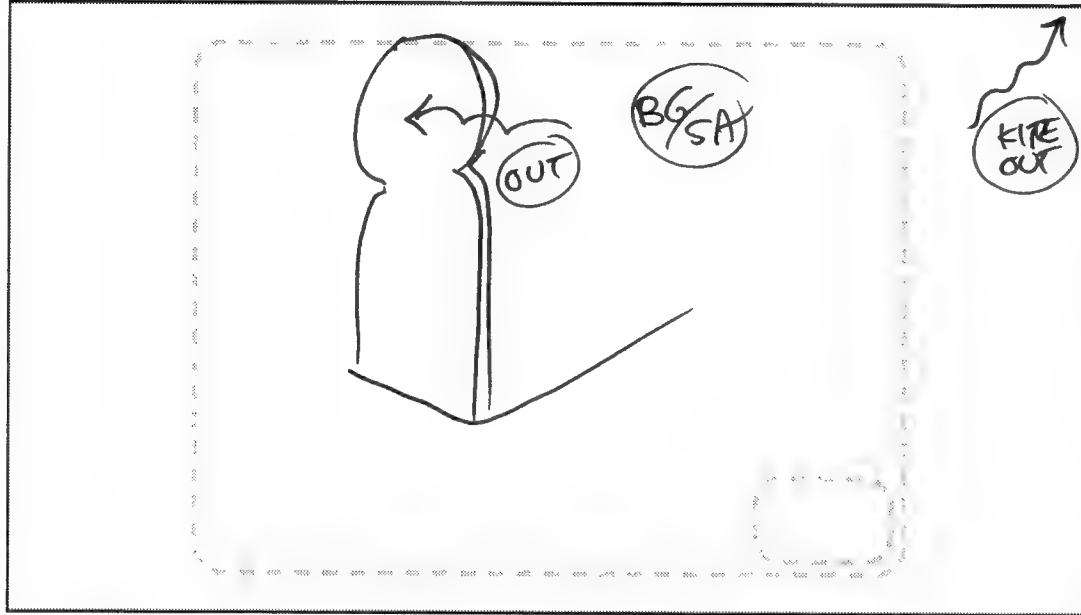
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ADVENTURE TIME

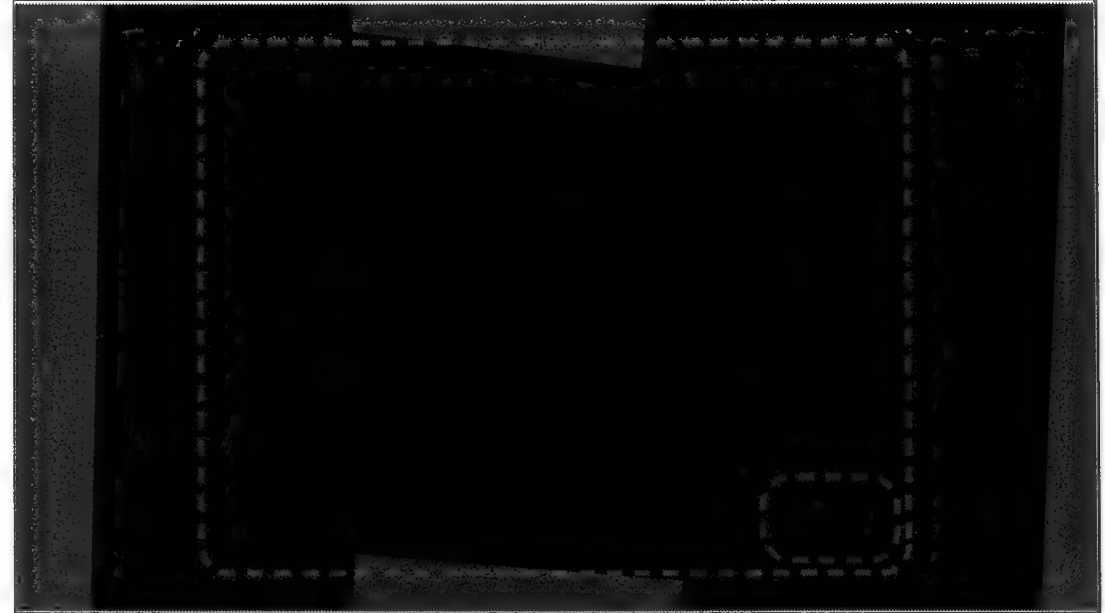


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Sc. 139 Pnl. C Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:

Action:

Timing:

1034-224

EPISODE #

Production :

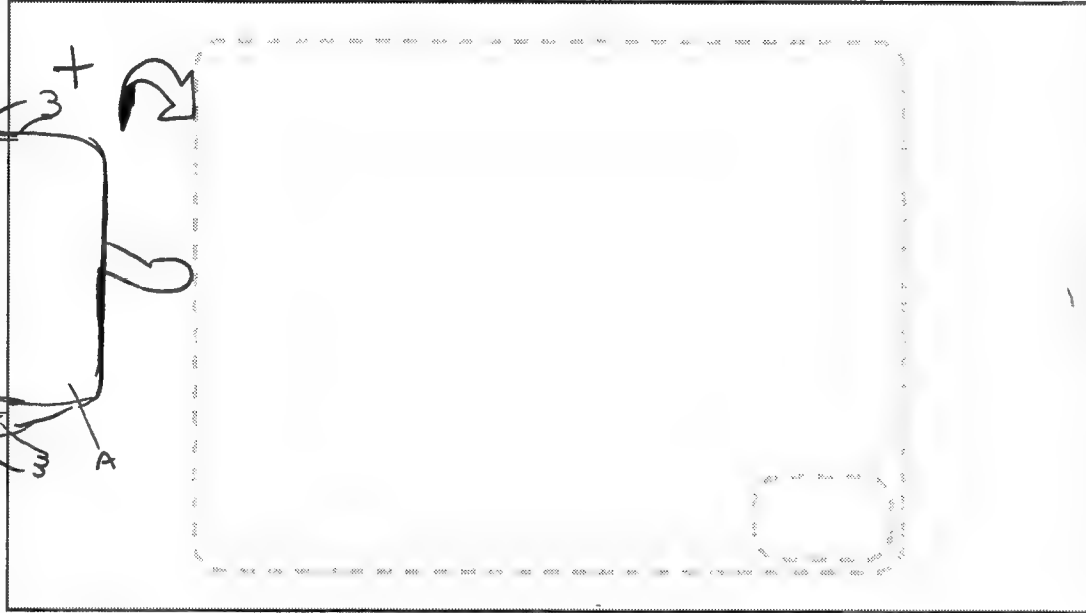
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ADVENTURE TIME

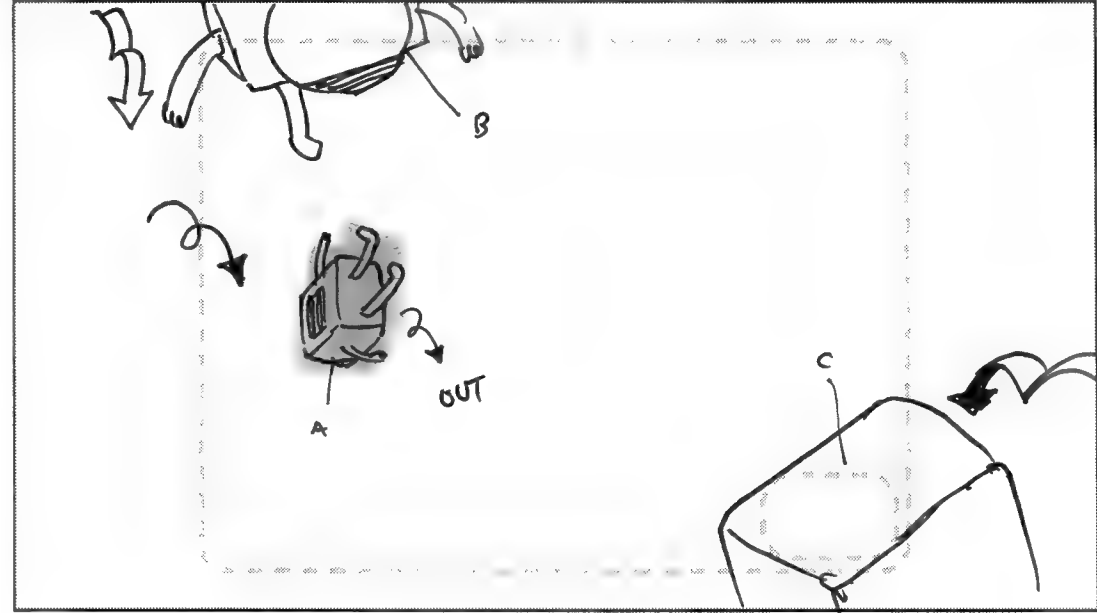


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Sc. 140 Pnl. B Bg. day night



Sc. 140 Pnl. C Bg. day night



| | |
|--------|--|
| Dialog | (+) ALLMO VO → instructing all us MOs to do somersaults into the trash compactor all day long. |
| Action | SFX: crunch crush smash → → |
| Timing | - Mos fade into blackness the further they fall into the hole |

PANEL represents overhead view of hole.

- Mos tumble into black hole

EPISODE #

Production :

1034-224

ADVENTURE TIME



Page 169

Sc.

140

Pnl.

D

Bg.

day night

Sc.

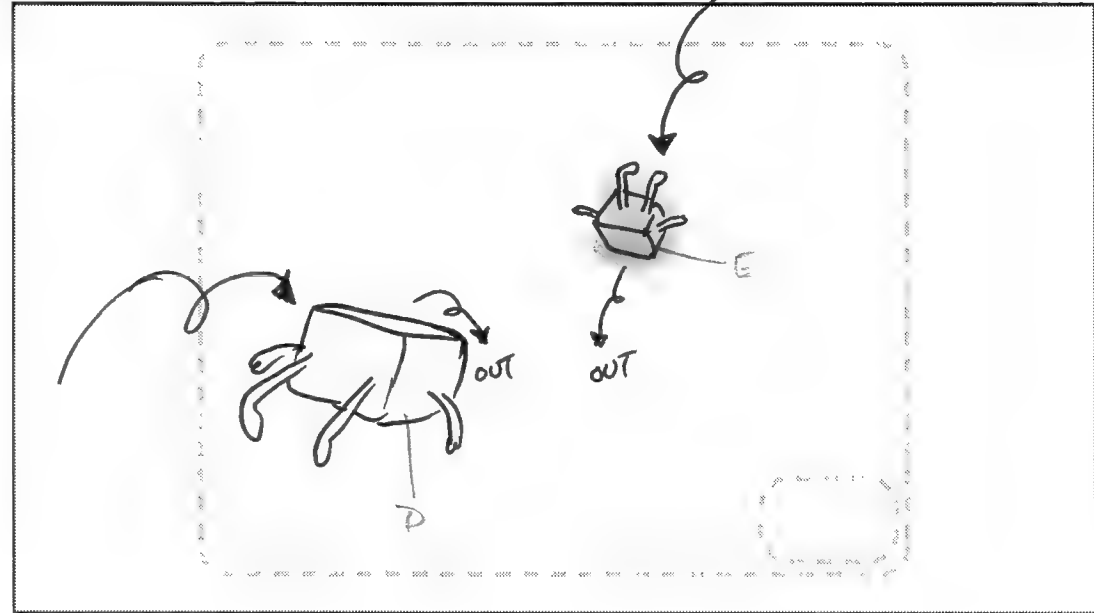
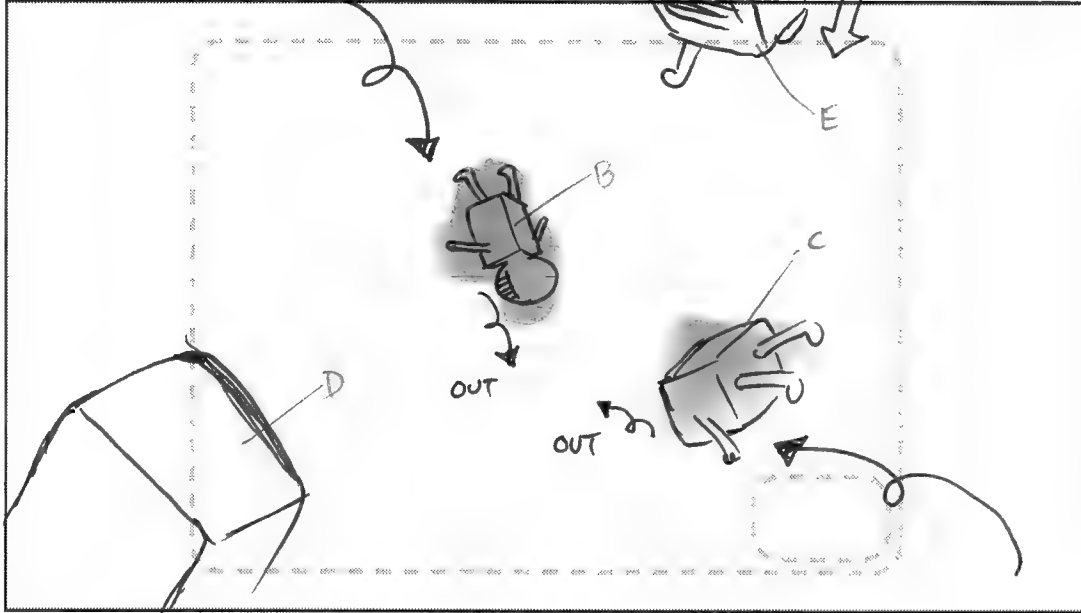
140

Pnl.

E

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

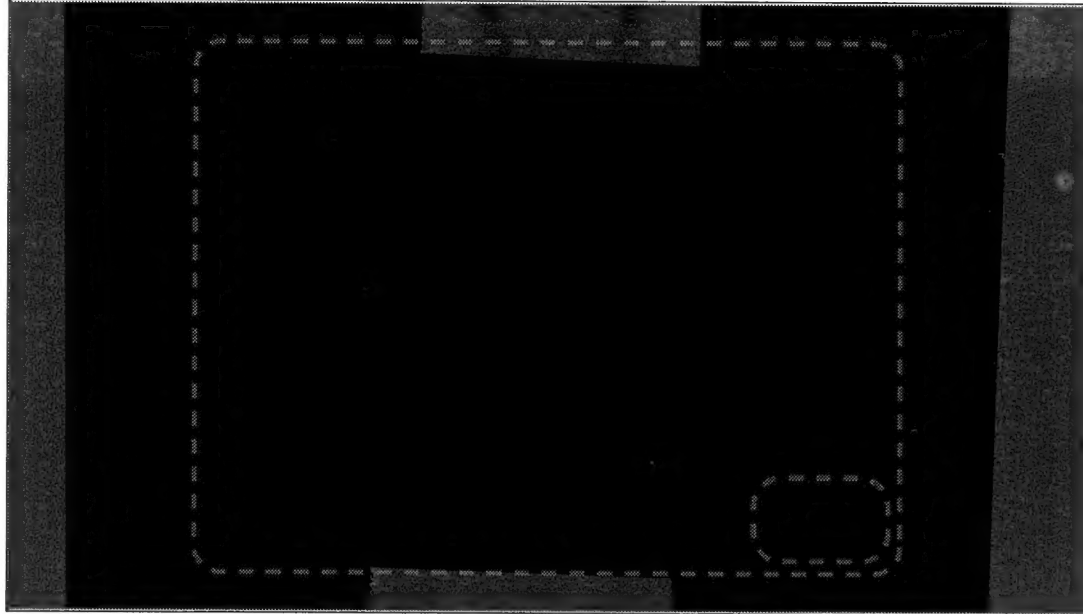
1034-224

ADVENTURE TIME

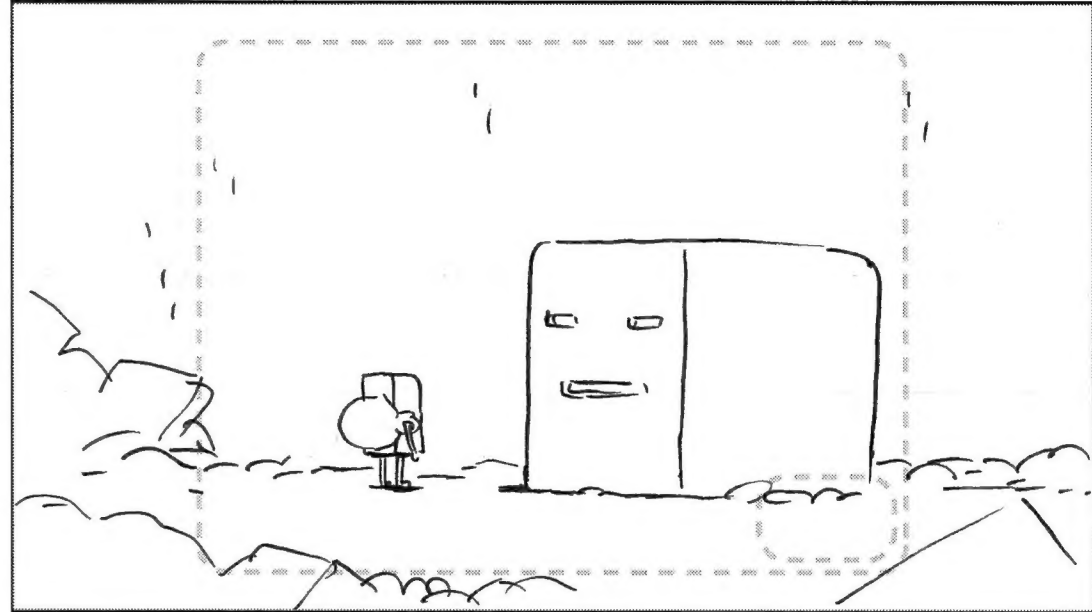


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Sc. 140 Pnl. F Bg. day night



Sc. 141 Pnl. A Bg. day night



Dialog: (BMO) (OS): ..that's horrible...
(SFX) → crunch crunch smash

(ALLMO): ..and we've been trapped here, all smushed together, ever since.

Action:

Timing:

1034-224

EPISODE #

37

Production :

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ADVENTURE TIME



Page 171

Sc.

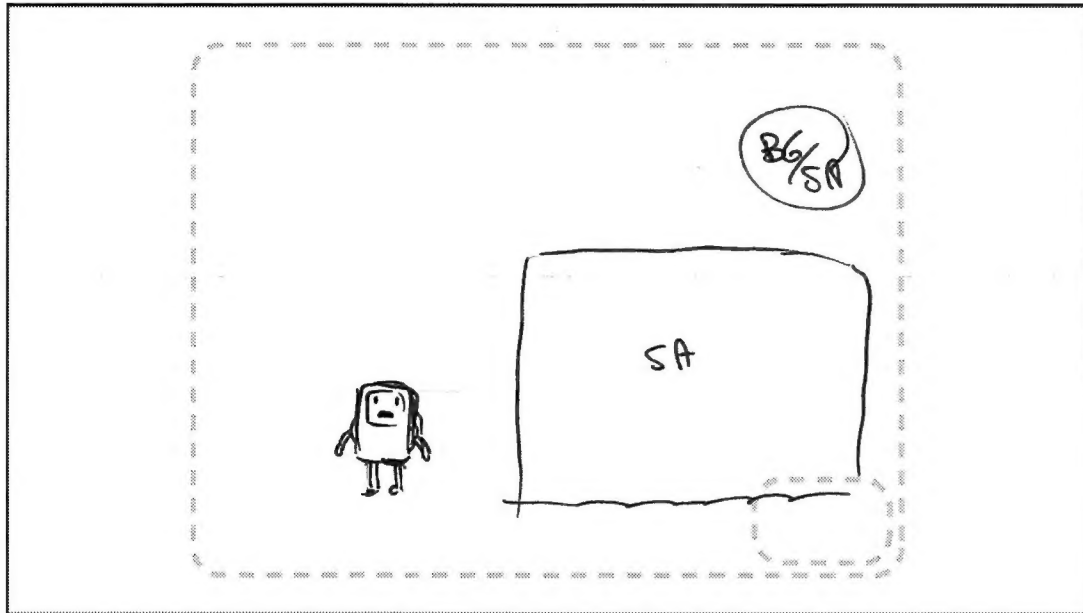
141

Pnl.

B

Bg.

day night



Sc.

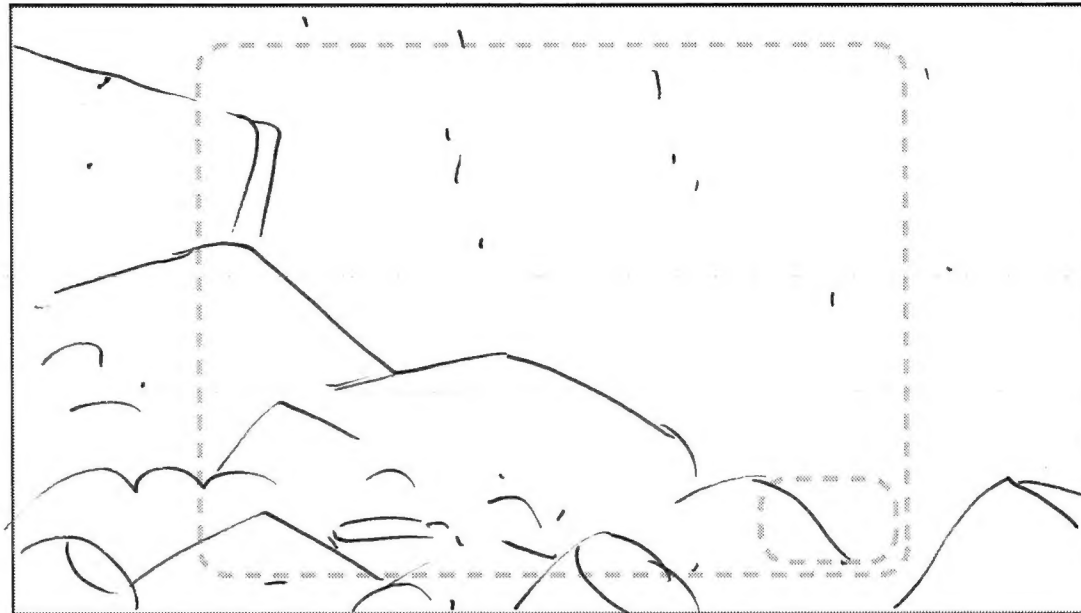
142

Pnl.

A

Bg.

day night



Dialog:

Bro: that's horrible too...

Action:

Timing:

EPISODE #

38

Production :

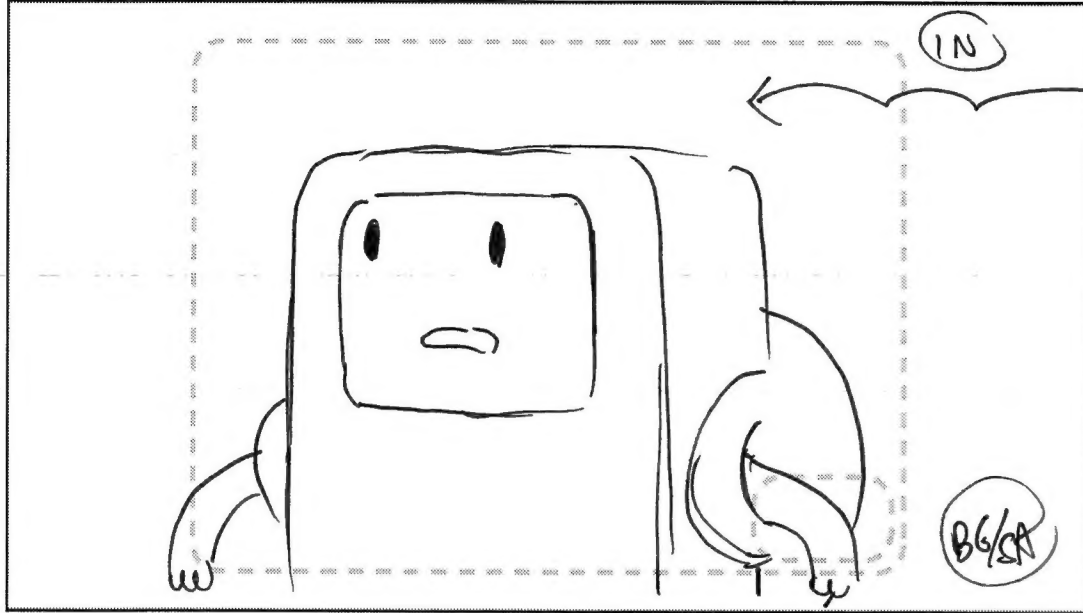
1034-224

ADVENTURE TIME

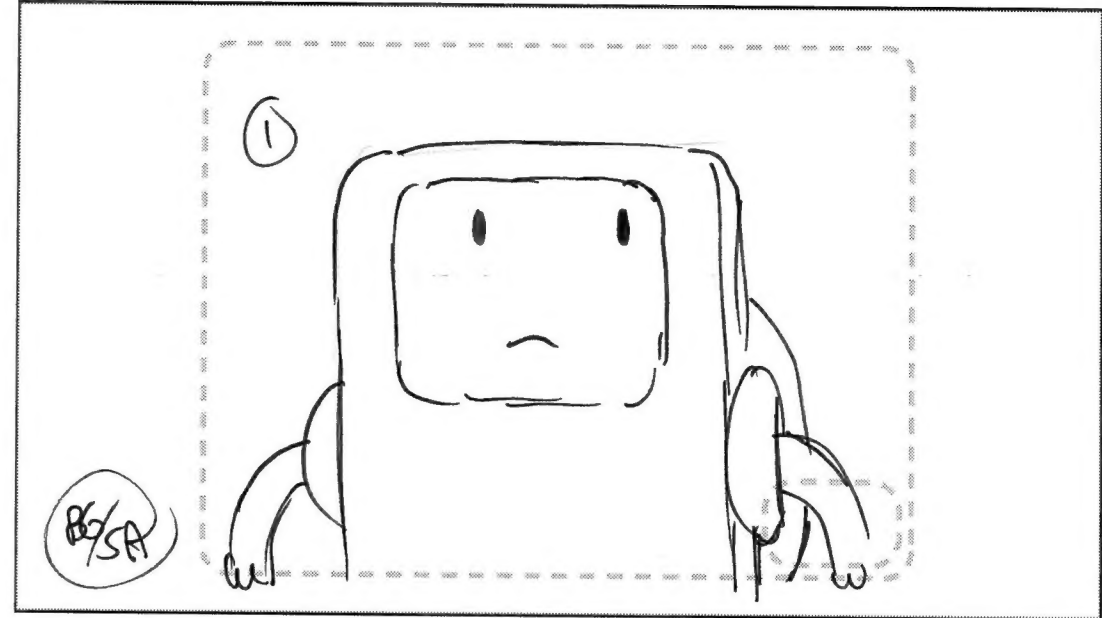


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Sc. 142 Pnl. B Bg. day night



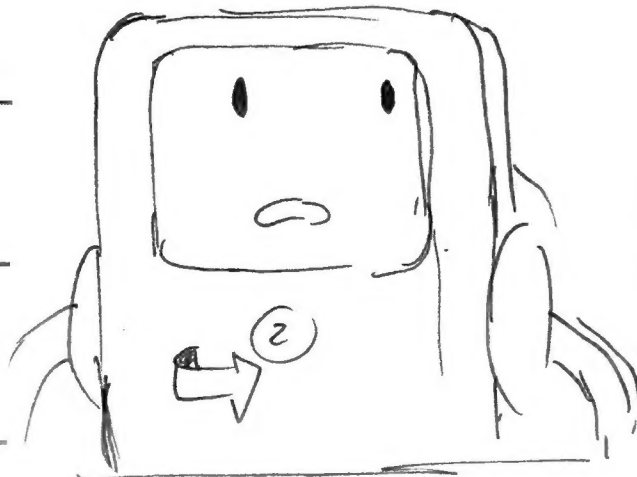
Sc. 142 Pnl. C Bg. day night



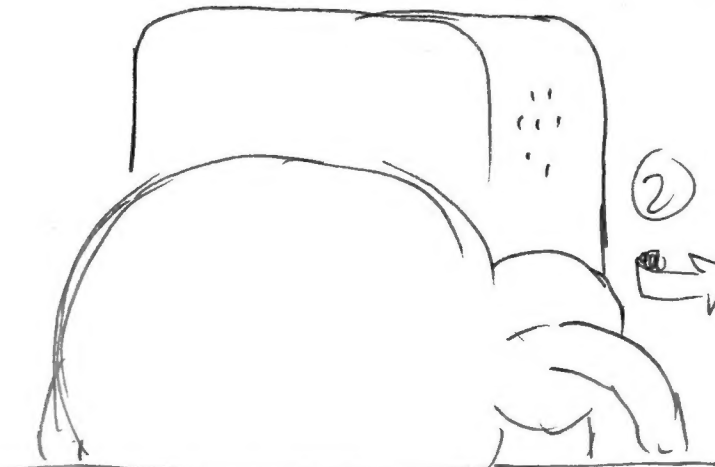
Dialog: (BMO) How... (2) how do we get out?

Action:

Timing:



ALLMOOS (1) Well, that's why we're so glad you're here BMO, → (2)



1034-224

EPISODE #

39

Production :

ADVENTURE TIME



Sc.

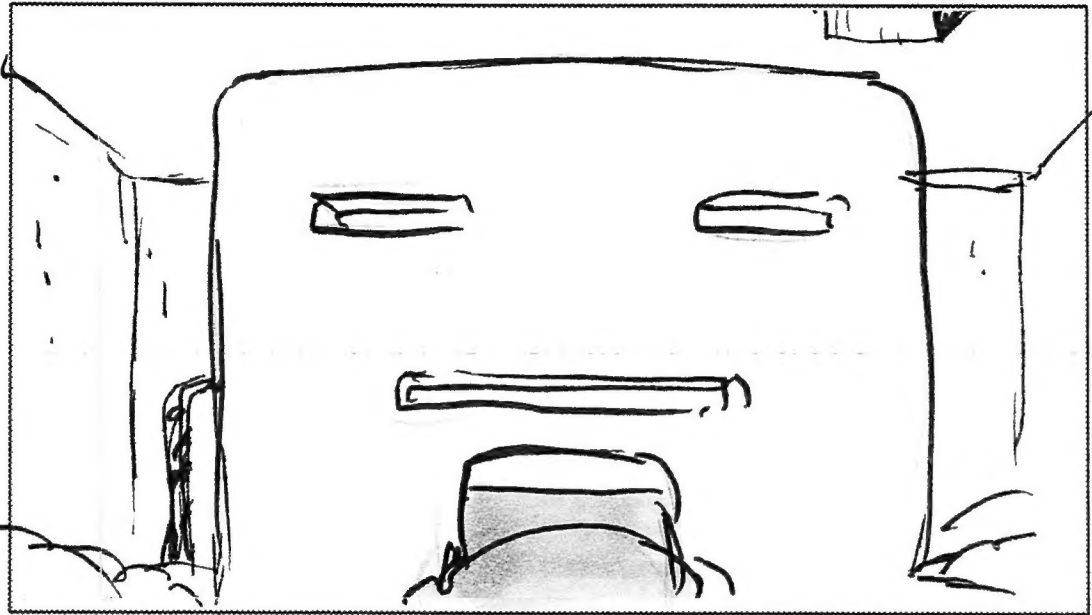
143

Pnl.

A

Bg.

day night



Sc.

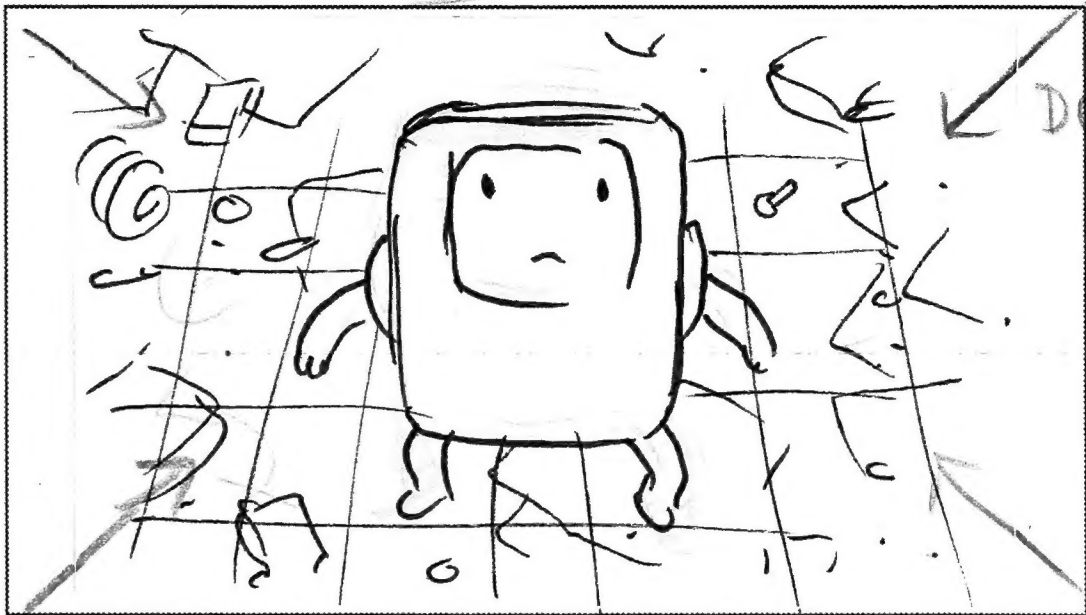
144

Pnl.

A

Bg.

day night



Dialog:

ALLMO You're the
Key

→ only you can
save us now...

Action:

Timing:

END
PART 1

EPISODE #

40

1034-224

Production :